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SPECTRUM
Sensational new games from Mikrogen, Durell, Melbourne House and...Virgin!

COMMODORE 64
Suicide Express-the new wonder version of Loco

BBC/ELECTRON
Knockout from Acornsoft-a 3D space stunner

VIC 20
Shamus is here-just one of the great new Vic games

RONNIE v MAGGIE
AN ASTONISHING ROW OVER WHOSE GAMES ARE GREATEST

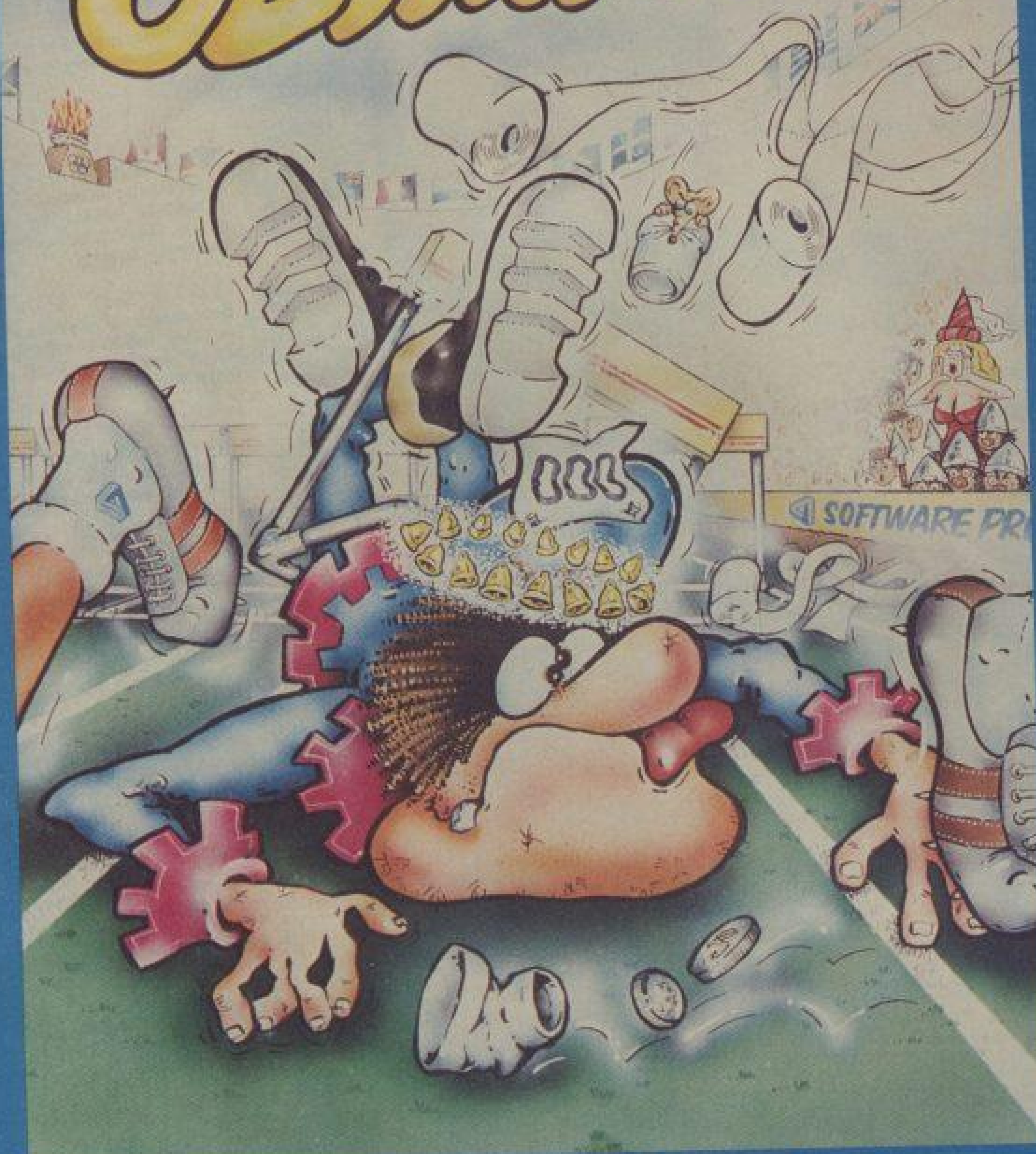
Win a YEAR's free games from the Software Club-25 amazing prizes

TITLE SCREEN

PERSONAL COMPUTER GAMES

NOVEMBER 1984

Personal Computer GAMES





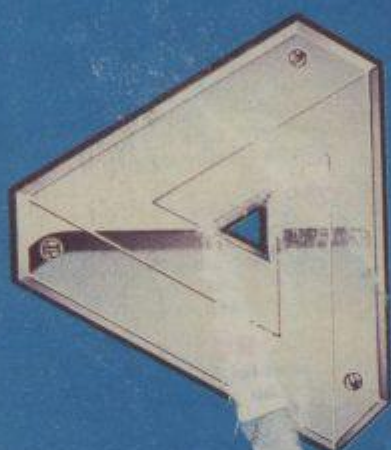




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The above screens are from the Commodore 64 version.

Available on the 48K Spectrum and Commodore 64

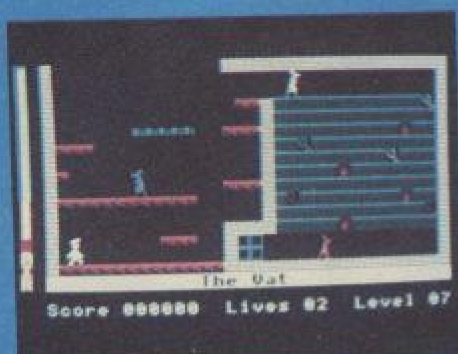


SOFTWARE PROJECTS

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Telex: 627520 Telephone: 051-428 9393 (4 lines).

MANIC MINER







Miner Willy, while prospecting down Surbiton way stumbles upon an ancient, long forgotten mineshaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store. In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like Poisonous Pansies and Spiders and Slime and worst of all, Manic Mining Robots. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.



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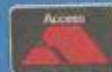
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Plus excellent sprite graphics and



About the only thing the Commodore 64 doesn't have

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Plots graphs, draws bar and pie charts. Prints in four colours.



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64 PCG 1184



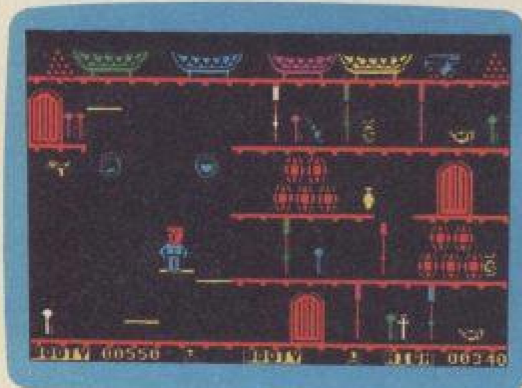
commodore

Seeing is

You'll see the difference from the moment you pick up one of the games from Firebird's new Silver Range.

We keep our flights of fancy for the game. On the pack, you'll find there is a true representation of the high quality screen graphics.

Here's a sneak look at three of the NEW games:







BOOTY

Well shiver me timbers and splice the mainbrace and pass the grog, me hearties. Here be the greatest pirate adventure of them all, aboard that scourge of the Seven Seas – the dreaded Black Galleon. Feast yer eyes on the BOOTY-ful treasure stored in 20 holds. There be pirates, parrots and fun galore. If you don't like it, matey, we'll hang you by the highest yard-arm!!!

THE WILD BUNCH

Blamed for a murder you did not commit, your only hope is to identify and capture the real killer – a member of the notorious gang, The Wild Bunch. But can you also survive life on the run in this adventure set in the Wild West...

BIRD STRIKE

Wing a plane to release a carrier pigeon... shoot the carrier pigeon and add a note to the stave at the top of the screen... shoot enough pigeons to complete the tune (without getting wiped out by the relentless, pursuing planes)... next wave.

Look out for these games in the FIREBIRD silver range at selected high street stores.

SPECTRUM: THE WILD BUNCH · BOOTY · MR. FREEZE · TERRA FORCE · VIKING RAIDERS · MENACE · BYTE BITTEN · EXODUS · RUN BABY RUN ·
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VIC 20: SNAKE BITE · MICKEY THE BRICKY ·
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believing

There are twenty games now available from Firebird, and that's just the beginning. All the software is produced to the same high professional standards and all are available at the remarkably low price of

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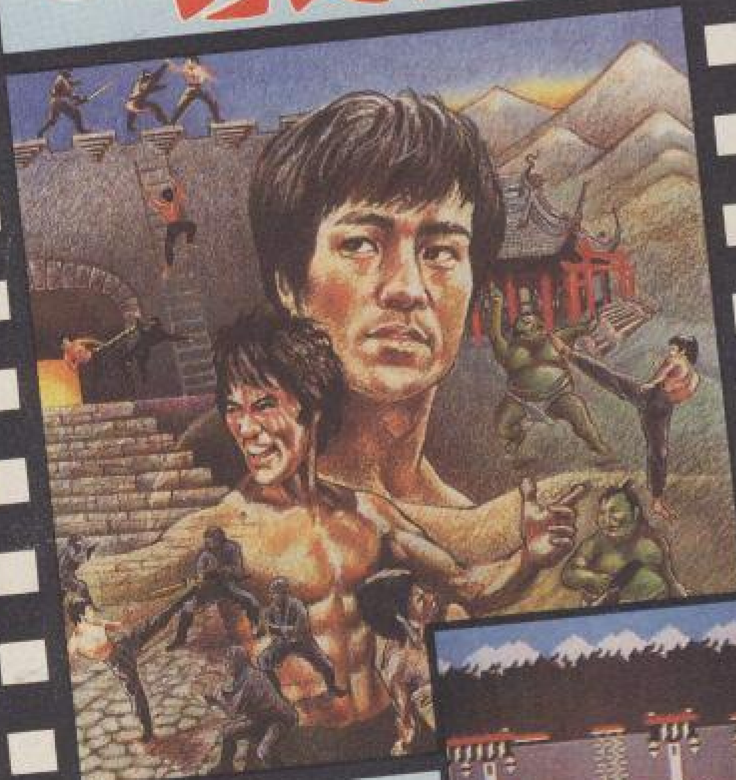
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BRUCE LEE
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Your chance to relive the deadly skills and awesome power of the legendary Bruce Lee.

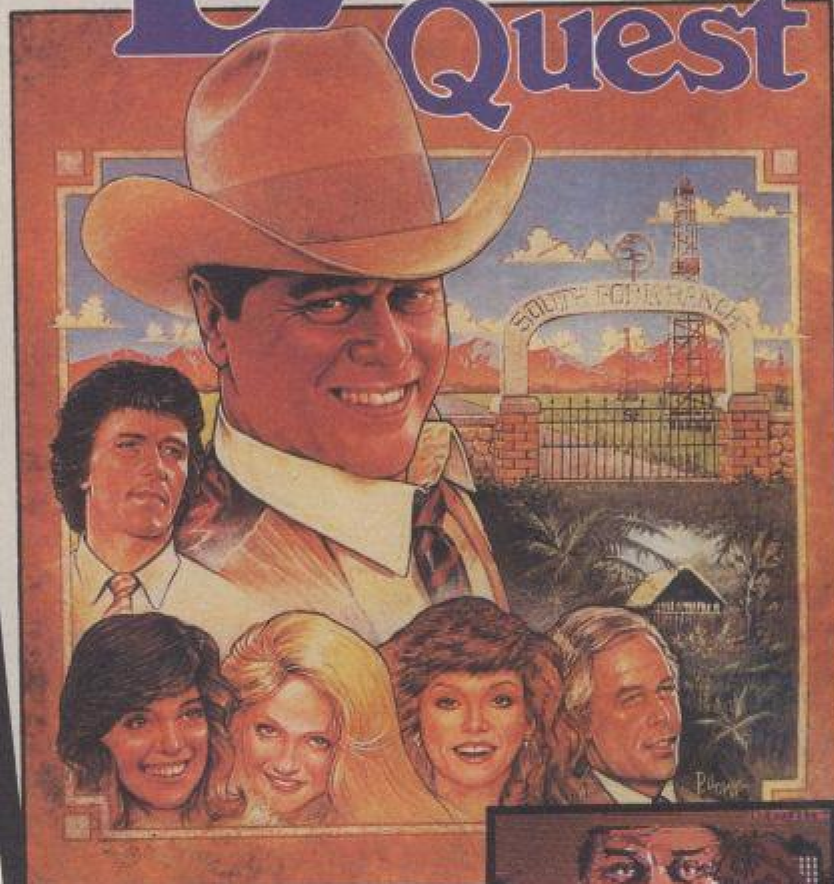
- Twenty secret chambers.
- Dazzling graphics and animation.
- Unique multiple player options.

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64 ATARI Danger, Intrigue, Suspense! You'll need all your wits and skill when you take on the ruthless J.R. and face the many hidden enemies in the search for oil that is...

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- A unique graphic adventure.
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Two more quality products from Datasoft Software. Datasoft

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The SWAG-man's on the job to burgle the millionaire's mansion. It's full of beautiful, valuable SWAG ready for nicking! Unfortunately, he's gate-crashed a fancy dress party and the guests are in pursuit.
Help him through the seemingly never ending maze of rooms to collect the SWAG and find the WAY OUT!

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Arcade standard, 100% machine code, amazingly smooth high resolution graphics, incredible sound effects, the totally addictive concept

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SWAG is available now! On high speed loading Cassette or Disc from all good software outlets or direct from:

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Your Christmas Day Program Guide

Acornsoft announce tidings of great joy for both BBC Micro and Electron owners: eight brand new programs for Christmas.

Each one makes an ideal stocking filler.

They're all available at your local Acorn stockist. (To find out where that is, simply call 01-200 0200.) Or you can send off for our catalogue and order through the post by writing to Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Tel: 0933 79300.

Alternatively, however, you could always take a chance and drop a line to Father Christmas.

ACORNSOFT

Software for the BBC Micro and Electron.

9.00 Firebug
A fast moving arcade-type game in which you are a fireman, trying to rescue some oil drums and take them to the safety of a water tank. Your opponent is the firebug who runs around lighting fires which move slowly towards the drums and fire extinguishers, destroying them if contact is made.

10.00 Maze
A gripping graphics game where you enter a top secret installation with the aim of stealing secrets from a rival company. The security system, however, has many levels each consisting of a maze of corridors patrolled by armed robot guards. Complete with full colour 3-D graphics, sound effects and a high score table.

12.00 Elite
A superb 3-dimensional graphics game that's light years ahead of any other. You are a space trader who roams the universe, making your living from buying and selling cargo in your Cobra space craft. On your travels, you will encounter aggressors who are eager to put an end to your dealings. Be warned, only the fittest will survive.

1.00 Crazy Tracer
A crazy adventure in which you guide a paint roller round the edge of a maze of rectangles, while avoiding the monsters which are trying to stop you by crushing the roller. Beware – as the game progresses, so the number of monsters chasing you will increase.

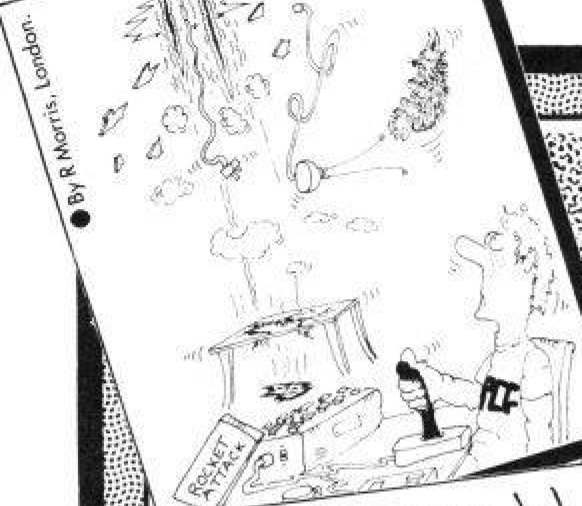
3.00 Go
'Go' is a board game for two players which originated in China 3000 years ago and is now more popular than Chess in the Far East. It requires strategic insight, intuition and a strong, calculating mind. If you wish, you can also challenge the computer at differing degrees of difficulty. A velly good game indeed.

4.00 Watch Your Weight
At last, a weight-loss program designed especially for you. With it, your computer becomes an expert wholly conversant with and sympathetic to your needs, and will help you choose an appropriate and individual weight-loss plan. The program also includes a calorie counter and a series of apposite menu suggestions to help stimulate your imagination when you just can't think what to eat.

5.00 The Complete Cocktail Maker
With everything from a Black Russian to a Betsy Ross, this program contains data sufficient to concoct a staggering 320 different cocktails.

6.00 Paul Daniels' Magic Show
Stun and amaze your friends with your astounding feats of magic. This program contains ten tricks to be performed by or with your BBC Micro/Electron. Hurry though – it's bound to disappear fast.





● By R Morris, London.

MEMO

From: PCG
To: All girls aged 7-70.

Listen, ladies, we're worried about you. Here in the office we get deluged with mail from readers – jokes, playing tips, criticisms, embarrassingly-effusive praise, suggestions for improving the mag – you name it, we get it. Only trouble is, it's all from blokes. Seriously. Not more than one letter in 50 comes from you of the fairer sex. Why?

We KNOW you're not all sitting out there playing with dolls and learning to knit. We KNOW you like playing computer games (everyone does!). So why don't you write to us about them, eh? Go on, give us a thrill – and prove to us that the new computer generation isn't going to be one big orgy of male chauvinism.

Yours in hope,
The PCG team

Dear Readers,

It's unbelievable! Astounding! EXHILARATING! The new games we've seen in the last few weeks have had the entire office HUMMING with delight. AMAZING graphics. Incredible ORIGINAL game ideas. A look though this month's reviews will show what we mean. The overall standard is FAR higher than six months ago, and some of the new games leave us g-g-gasping.

What's more, we have a sneaking suspicion the next few weeks have some even more stunning surprises in store. People have said again and again that the limits of the current machines have been reached. Again and again they've been proved wrong. Programmers' imaginations and ingenuity seem to know no limits – some of their creations now display as much brilliance as any other British product.

Some very interesting trends have been evident over the last year. For a start the number of really BAD games has fallen dramatically – in the last few months there's been nothing we could honestly call a Video Nasty! At the same time programmers have concentrated on producing games with far greater depth. Games which might take MONTHS to complete. This is a result of people realising that home micros don't have to copy what's in the arcades – with the extra time available to the home player they can do much better.

We've no doubt this trend will continue. It's possible the number of releases will fall as software houses devote more time to each release – but the overall standard will continue to soar.

One thing is certain. There's NEVER been a better time to own a micro.

Enjoy the mag.

Chris Anderson & the PCG team



● By Robin McKechnie, Glasgow.

These riddles are the PITS!

Q. What is the difference between a computer and a hedgehog?
A. You can poke a computer without hurting your finger!
(Russell Thompson, Warrington)

Q. What computer dropped on Isaac Newton's head?
A. An Apple!
(Steven Yick, Sowerby Bridge)

Q. Why did little Bo-Peep lose her sheep?
A. They ran away with 16 RAMS.
(Chris Dibben, Pinner)

Q. What happened to the boy who only had the game Hungry Horace?
A. He got fed up with it.
(David Buckmaster, Kennington)

Q. What's the latest safety feature for programmers?
A. A crash helmet.
(Henry Reather, Shefford)

Q. How do you make a bug jump?
A. POKE it!
(Sion Gibson, Leigh-on-Sea)

Q. What do you say to a BBC owner on his birthday?
A. Many happy RETURNs.
(Daryl Ward, Leicester)

Q. What did William Shakespeare say when he was trying to work out the hexadecimal value of 43?
A. 2B or not 2B, that is the question.
(Dominic Lloyd, Camberley)

Q. Why did the people from A&F Software not get on with the people from Incentive?
A. Because when they mastered *Chuckie Egg* it went *Splat!*

Q. Who is Trogg the Caveman's favourite singer?
A. Frak Sinatra?
(Richard Nicholls, Eastleigh)

EXCLUSIVE PYJAMARAMA COMPETITION!

How do you fancy being a prize Wally? Once you've heard what prizes we're offering, we reckon you'll be falling over yourselves in an effort to qualify for this jealously-guarded title.

In conjunction with Mikrogen, producers of this month's Game of the Month starring Wally Week, we're launching a nationwide hunt for the first people to complete this remarkable game.

First prize will be a specially commissioned Wally Trophy, a Wally T-shirt, PLUS a day out at the Mikrogen offices (all expenses paid), and £25.00 worth of vouchers redeemable against Mikrogen games.

There will also be 25 prizes for runners-up of a Wally T-shirt, a £10.00 voucher for Mikrogen games, plus a bag of 'goodies' (badges, posters, etc).

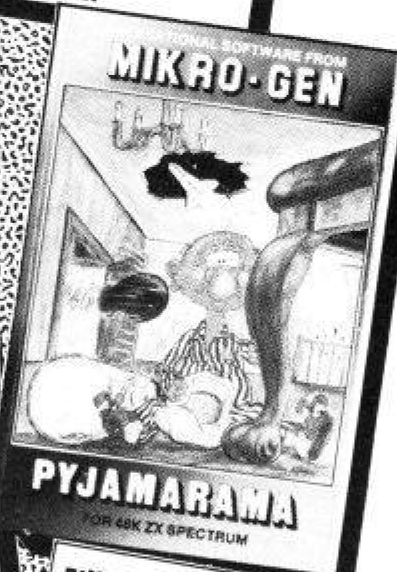
ALL winners will receive a free copy of the successor to *Pyjamarama* as soon as it's released.

Here's what you have to do. As soon as you've completed the game, write us a letter describing what happend at the end of the program and telling us the name of the next game in the series. This name is revealed at the end of *Pyjamarama*.

You must also include a corner cut from your *Pyjamarama* cassette inlay and of course don't forget your name and address (you'd be amazed how many people do).

Send your entries to Pyjamarama Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

We'll be publishing the names of the winners in the magazine. There is no deadline for entry, but remember that the prizes go to the first 26 correct entries, so wake up, Wallies!



Fill this space

We'd like your contribution on our notice-board – original cartoons, newspaper cuttings on a micro theme, computer jokes and riddles. If we publish yours you'll win a mystery piece of software for your micro. Come on... make us laugh!

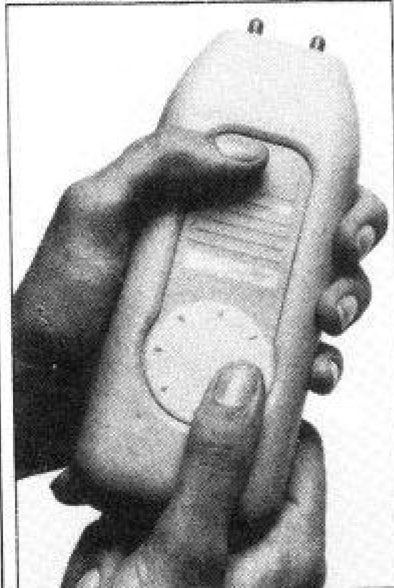
Launching a rat

Remote action transmitters (rats for short) are the latest from Cheetah and have no connecting cable between joystick and computer.

The rat is made of grey plastic and has touch sensitive fire and directional areas on it. The unit comes with an interface for the Spectrum and will play all Kempston compatible games.

The price at £29.95 is a little high and the control mechanism gives no feel like conventional sticks. Definitely one to try before you buy.

The remote action transmitter

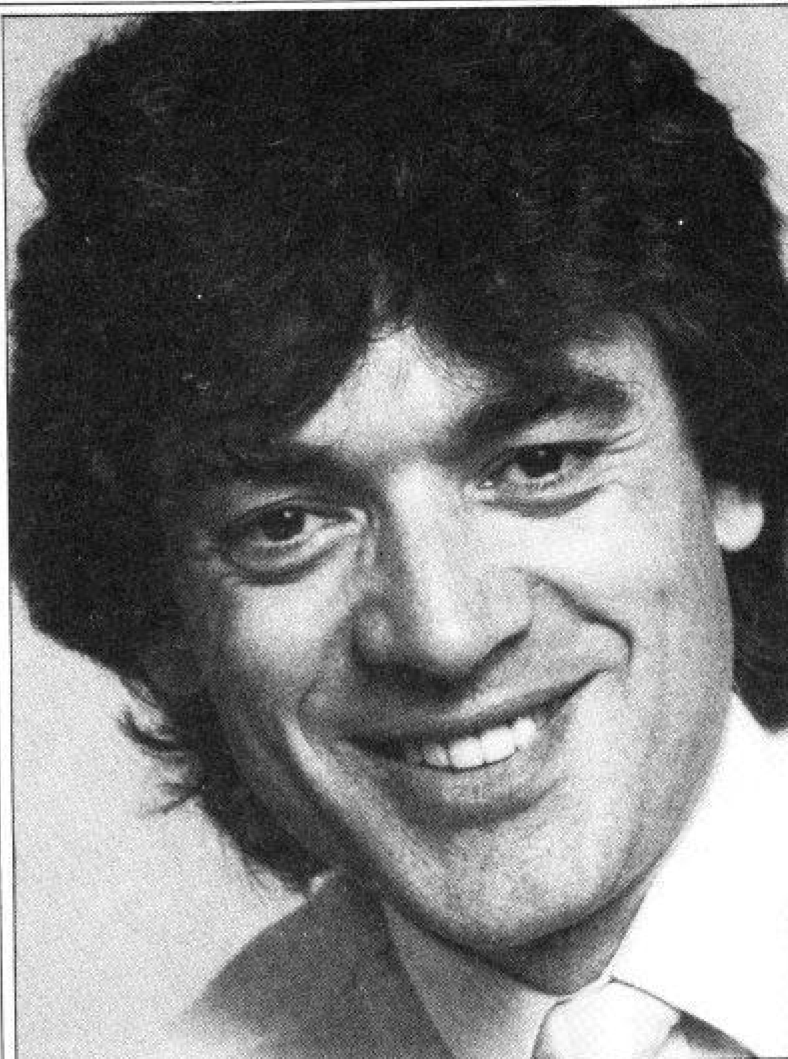


Anti-pirate turbos

Following the use of special turbo loading systems on Commodore 64 games, Spectrum software houses are now getting in on the act. Increasing numbers of Spectrum games are being released on turbo.

Although this reduces waiting time for Spectrum owners, the real reason for introducing these systems is to make the tapes harder to pirate. A home-taped copy of one of these games is unlikely to load reliably.

Meanwhile Commodore have announced that their future cassettes will use the Nova load turbo system first seen on Ocean's game *Daley's Decathlon.* This system allows music and moving screen displays while the game is loading. Ocean say it is now set to become the industry standard.



David Freeman, presenter of the new Radio 1 Chip Shop

Games charts hit Radio 1

PCG lovers who can't bear to wait a month to discover what's happening in the games charts can now find out the weekly top ten on Radio 1.

The charts are broadcast in a new program 'The Radio 1 Chip Shop' which goes out at 7.33am each Saturday.

The 12 minute program, which includes brief games reviews, is having its charts compiled by RAM/C, the same company which supplies PCG and our sister, weekly magazine, Personal Computer News.

The radio top ten is unbeatable for up to the minute news – but we'll continue to print a detailed break-down of the top 50 best-selling games of the entire month, broken down according to machine.

● A list of the top ten best-selling games from mid-1983 to mid-1984 has been compiled by RAM/C. The list is dominated by Spectrum games, with Ultimate and Software Projects claiming five of the ten places.

The most surprising feature is the position of Psion's *Flight* at number 3, but this game sold phenomenally well last autumn. Here's the list in full:

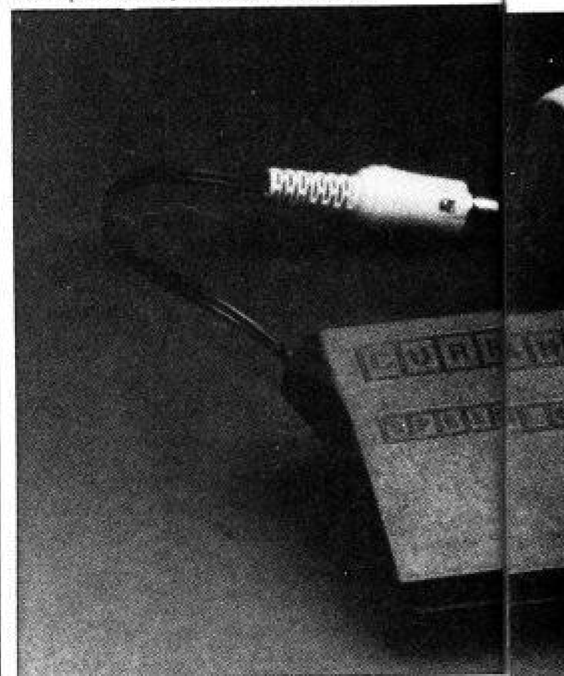
1 *Jet Pac* from Ultimate (Spectrum)
2 *Manic Miner* from Software Projects (Spectrum, Commodore 64)
3 *Flight* from Psion (Spectrum)
4 *Atic Atac* from Ultimate (Spectrum)
5 *Jet Set Willy* from Software Projects (Spectrum)
6 *The Hobbit* from Melbourne House (Spectrum, Commodore 64, BBC, Oric)
7 *Hunchback* from Ocean (Spectrum, Commodore 64)
8 *Valhalla* from Legend (Spectrum, Commodore 64)
9 *Fighter Pilot* from Digital Integration (Spectrum)
10 *Lunar Jetman* from Ultimate (Spectrum)

Speech unit

Currah have launched a new speech synthesis unit called Speech 64 for the Commodore 64.

The unit allows you to type in a sentence using a 'say' command and the phrase will be repeated by the unit through the TV speakers. Speech 64 can also be programmed using phonetics and allophones to create speech. It costs £29.95.

The Speech 64 speech synthesis unit



Cereal complaint

Ubik's farming game *Paranoid Pete* has been temporarily taken off the market after Weetabix complained that Pete resembled their own characters.

Ubik say the game was originally developed with Weetabix's knowledge, but that they made their complaint after seeing the finished product.

Ubik are now altering the game so that it is not connected with the lovable little lumps of wheat and hope to relaunch it under the same program name.

The review that appears in this issue is of the first game version but the revised program should only differ slightly.

Meanwhile Weetabix have developed their own game, in conjunction with Romik, starring their own characters. The game is complete and should be available soon.



Copyright writ

The perils of publishing program listings have been highlighted by a recent case in which Acorn Programs printed a listing which is the copyright of MRM Software.

The game, Ghost Hunter, was wrongly credited to Mr Paul Williams. (In fact the game was written by Michael Goldberg BA).

MRM have issued a writ for damages. Acorn Programs are not contesting.



ULTIMATE'S KNIGHT LORE

Underwurlde, the follow-up to Ultimate's *Sabre Wulf*, has arrived. The big surprise is the release of the third in the trilogy called *Knight Lore* at the same time.

The games both feature Sabreman and are available on the Spectrum 48K at £9.95. *Underwurlde* is an arcade adventure while *Knight Lore* has 3D perspective and claims to be more of an adventure film than an adventure game.

Sabreman is animated with 200 individual frames in *Knight Lore*, so he certainly ought to move smoothly, while in *Underwurlde* he has 'hundreds' of hi-res screens to explore.

Large high-resolution aliens and monsters in fast moving 3D perspective are promised for you to challenge. Ultimate claim this third game represents the very pinnacle of software development on the Spectrum and this dual release is bound to cause a big stir.

The games will both incorporate one of the new Spectrum fast loaders in order to combat piracy and will be packaged in Ultimate's robust cardboard boxes.

AUTOMATA SOUND-TRACK

Automata, the company behind the *Piman*, have released a game called *Deus Ex Machina* which breaks new ground in computer gaming.

It features a synchronised soundtrack which runs while you play and stars Ian Dury, Frankie Howerd, Jon Pertwee, Automata's Mel Croucher, Donna Bailey and E P Thompson as the Voice of Reason.

The game is for the 48K Spectrum and loads in two parts with a soundtrack for each part. It takes you through the life of a human being from DNA construction to death.

The whole package is available now for £15.



£25,000 towin

One of the illustrations from the booklet accompanying the new games-package *Eureka* from Domark. Players have to use the illustrations as well as five linked adventures to solve a series of riddles.

The company are sending out the £15.00 package mail order from October 31st, and offering an incredible £25,000 to the first person who can solve it.

A look at a pre-production version of one of the adventures showed small but pretty, animated graphics. The games use simple text entry, and despite the massive 250K of program supplied, there's only about 350 locations.

However, the inclusion of five different programs in the one package still looks like value for money.

NEW RELEASES • NEW RELEASES • NEW

IDLE WORKER

Lazy Jones is 16 games in one in which an idle hotel worker avoids his manager, the previous manager's ghost and his own cleaning trolley. He spends his time either hiding or playing one of 16 different arcade games in the hotels rooms.

The game is from Terminal Software and is available for the Commodore 64 at a price of £7.95.

THREE FROM BEYOND

As well as *Ankh*, a PCG hit last month, Beyond are releasing three other titles for the Commodore 64.

Aztec is a real time graphic adventure, *Mr Robot* is an arcade game with a design and play your own screen facility, while *My Chess II* is a 3D chess game to stretch your mind.

The games are available at £8.95 on cassette or £11.95 on disc.

SID ON THE BEEB

English Software have released *Spaceman Sid* for the Electron and BBC B. The game is a version of *Moon Patrol* featuring Sid's combat rover on the barren scrolling landscape of Mars.

The game is available on cassette at £7.95 for both machines.

STUNTS GALORE

Fall Guy, the imported American TV show, is now a video game on the Spectrum 48K and Commodore 64.

This game puts you in the man-sized boots of stuntman Colt Seavers who has to run along a train roof, escape a burning building, leap broken bridges and even wing-walk.

The game is available at £6.95 for the Spectrum, £7.95 for the Commodore cassette and £9.95 for the disc.

WHEELIES HIT THE '64

Out this month from PSS is *Hyper Biker* for the Commodore 64 in which all you BMX'ers can hop off your saddles and take to your keyboards. *Hyper Biker* costs £7.95.

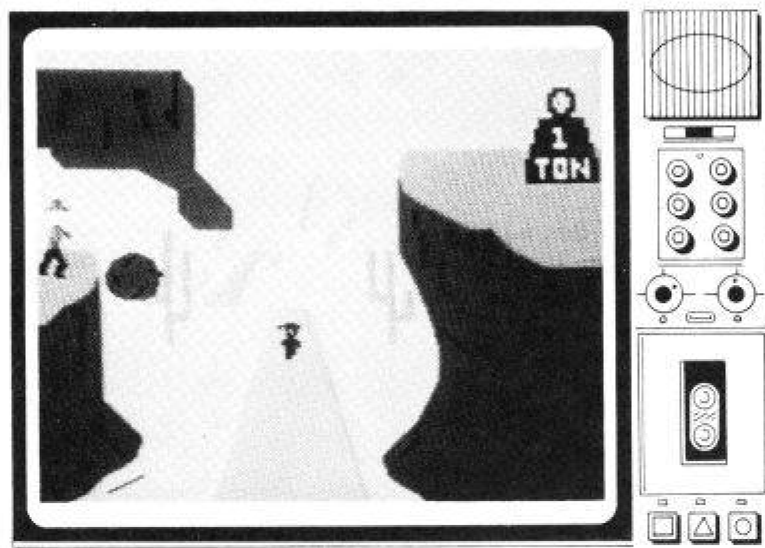
NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW

QUEST FOR RUBBISH

New Generation's follow up to their highly successful *Trashman* game will be in the shops soon and is entitled *Travel with Trashman.*

Trashman is now being set challenges all around the world from Spain to Samoa and Jerusalem to Germany in his quest for rubbish. The program runs on the 48K Spectrum and retails at £5.95.

Also from New Generation this month comes zany, cartoon action in the form of *Cliffhanger* for the CBM 64. This features a hero called Cliff trying to kill bandits in the deserts and mountains of the wild west. The game costs £7.95.



Wild West cartoon action from New generation's latest game Cliffhanger.

DOWN UNDER

Coming up like a rocket from down under are four programs from an Australian programmer, Kyle Hodgetts, marketed by Interdisc.

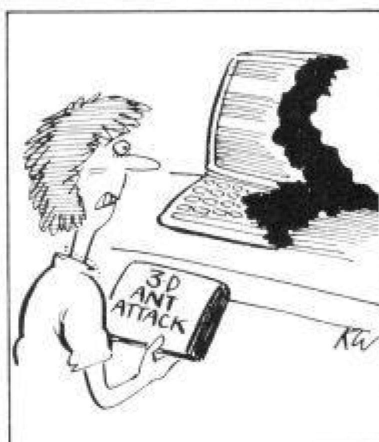
The games all run on a Commodore 64 and one is a package of two arcade shoot-'em-ups for the price of one. *Black Knight* is an animated adventure inspired by the arcade game *Dragon's Lair*, while *African Safari* is a graphic adventure by the programmer of *Zim Sala Bim* and takes much the same form.

US ACTION

The American invasion continues with Statesoft's latest games *Boulder Dash* and *Bristles.*

Boulder Dash is a 16 cave, multi-screen, arcade strategy game of diamond collection while avoiding bone crushing boulders. *Bristles* has you busy painting 48 screens of houses.

The games are now available for the Commodore 64 at £8.95 on cassette and £10.95 on disc.



NEW ANT ATTACK

Quicksilva have released a follow up game to *Ant Attack* their best selling Spectrum program.

It is called *Zombie-Zombie* and features 3D 'softsolid' graphics similar to *Ant Attack*. Meanwhile the original creepy crawlies have been given a new lease of life with the release of *Ant Attack* on the Commodore 64.

STOP FOR SANTA

Santa Claus is coming to town with a *Special Delivery* from Creative Sparks. Distributing gifts is the aim of the game and it will be available for the Spectrum, CBM and the Atari.



Virgin secret

Whispering point of the month: how on earth have Virgin succeeded in changing their image from a bunch of clever con-men to a vibrant producer of exciting games (yes! – there are more goodies in the pipeline after their new robot game *Strangeloop*!)? I can exclusively reveal the answer – it was by getting down on their knees.

'Tis true, gentle reader. The day before *Strangeloop*'s distribution, the entire Virgin staff at their appalling, derelict London HQ were to be seen grovelling on the floor amidst a vast pile of cassettes.

And the reason for this bizarre behaviour? You may have noted that Virgin's new games have special cassette inlays designed to be viewed all the way round. Imagine the dismay when the first batch of thousands of cassettes arrived from the duplicators in traditional opaque-bottomed cases! The only solution, alas, was to remove each tape, one by one, and insert it individually into its intended, all-clear super-case.



I humbly suggest Virgin take a tip from Fiat and adopt a new advertising slogan for *Strangeloop*: 'Designed for robots. Programmed on computers. Hand-packed by humans.'

Nasty nickers

Isn't it fun when all your friends gather round your computer to admire your latest game? Not if you work for A&F or Artic, it isn't.

Bursting with pride at a recent computer exhibition, staff from these companies watched the kids crowding round their stands. It wasn't till later they understood why. One of the youngsters in the huddle had cut loose a Spectrum and disappeared with it. And in another incident a joystick was delicately removed from a micro with the aid of wirecutters. Disgraceful!

But wait, I hear a solution is in sight. One company is now taking to exhibitions an arcade-type joystick sealed in a 6-inch by 4-inch steel box and fastened to the stand with quarter-inch steel bolts. Try nicking that, you little thieves!

Mind that lamp-post!

I hear that awfully nice Frakman Nick Orlando is planning to release a game called *Whoopsie!* for the BBC. He says it's something to do with dogs. Whatever can he mean?

Artic attack

Imitation is, they say, the sincerest form of flattery. Perhaps that's why Artic are bringing out a game full of ripped off characters and cliquey jokes that leans heavily on the reputation of two blockbusters – *Revenge of the Mutant Camels* and *Monty Mole*. Its name? *Mutant Monty*. Jeff Minter and Tony Crowther are not amused.

Silly bee

Ronald Reagan's Secretary of Defence, Richard Perle, has a bee in his transatlantic bonnet about not letting Russians play with western computers.

Why on earth not? Because, thinks Dicky, the Russians could use a computer such as the Apple II to target nuclear weapons. I haven't the heart to tell him that you can't even play a decent game of *Defender* on an Apple. What those reds really need for their missiles is a network of ZX81s.

BEYOND

Now available on Commodore 64

CHALLENGING SOFTWARE

Less than human, far more than mere computer
The *Psytron* controls the massive Betula 5 Installation. When the attack comes, it will cope with defensive demands which would leave a human brain unhinged, computer circuits scrambled.
Damage in any sector of the base must be assessed and its effect on the fabric of the installation calculated immediately.
Human lives will be expended as necessary but if the Psytron ever goes down.

The Spectrum top-seller now converted to the Commodore 64 and better than ever.

PSYTRON

Stunning graphics, animation which makes other programmers gasp, a 20 page booklet of hints, tips and help with the discovery of each of six levels of play.

Both formats now available at all good computer game shops



KEY

- SPECTRUM (blue)
- CBM 64 (red)
- BBC (green)
- ATARI (pink)
- VIC 20 (black)

Pos (last)	Title	Publisher
1 (–)	DALEY'S DECATHLON	OCEAN
2 (44)	WANTED: MONTY MOLE	GREMLIN
3 (11)	DECATHLON	ACTIVISION
4 (1)	FULL THROTTLE	MICROMEGA
5 (2)	SABRE WULF	ULTIMATE
6 (6)	BEACH HEAD	US GOLD
7 (27)	MICRO OLYMPICS	DATABASE
8 (3)	MATCH POINT	PSION
9 (6)	JET SET WILLY	SOFTWARE PROJECTS
10 (5)	ARABIAN NIGHTS	INTERCEPTROR
11 (4)	TLL	VORTEX
12 (10)	THE LORDS OF MIDNIGHT	BEYOND
13 (25)	POTTY PIGEON	GREMLIN
14 (–)	INTERNATIONAL SOCCER	COMMODORE
15 (9)	MUGSY	MELBOURNE HOUSE
16 (8)	PSYTRON	BEYOND
17 (–)	OLYMPICON	HITECH
18 (–)	ASTRO CHASE	STATESOFT
19 (23)	STOP THE EXPRESS	PSION
20 (36)	HERO	ACTIVISION
21 (37)	STAR TRADER	BUG BYTE
22 (–)	STRIP POKER	US GOLD
23 (26)	WORLD CUP	ARTIC
24 (15)	LOCO	ALLIGATA
25 (29)	BLUE THUNDER	WILCOX
26 (24)	ATIC ATAC	ULTIMATE
27 (16)	TRASHMAN	NEW GENERATION
28 (–)	CHEQUERED FLAG	PSION
29 (14)	FIGHTER PILOT	DIGITAL INTEGRATION
30 (22)	ENCOUNTER	NOVAGEN
31 (47)	AUTOMANIA	MIKROGEN
32 (–)	PITFALL	ACTIVISION
33 (18)	BLAGGER	ALLIGATA
34 (–)	FOOTBALL MANAGER	ADDICTIVE
35 (19)	AZTEC CHALLENGE	US GOLD
36 (49)	EVIL DEAD	PALACE
37 (–)	WORLOCK	CALISTO
38 (–)	BC BILL	BEAU JOLLY
39 (–)	SUMMER GAMES	EPYX
40 (39)	FLIGHT 737	ANIROG
41 (–)	GISBURN'S CASTLE	MARTECH
42 (–)	GIANT'S REVENGE	THOR
43 (45)	SOLO FLIGHT	US GOLD
44 (21)	WAR OF THE WORLDS	CRL
45 (–)	GORF	COMMODORE
46 (–)	TRAFFIC	QUICKSILVA
47 (–)	FRANK N STEIN	PSS
48 (35)	MANIC MINER	SOFTWARE PROJECTS
49 (12)	JACK AND THE BEANSTALK	THOR
50 (–)	ADVENTURE QUEST	LEVEL 9

Last month's position in brackets.

The length of the bars indicates relative sales as monitored in over 250 independent shops.

PERSONAL COMPUTER GAMES TOP 50

RISING FAST RISING FAST

- SHERLOCK, MELBOURNE HOUSE
- HERCULES, INTERDISC
- FACTORY BREAKOUT, POPPYSOFT
- WHITE LIGHTNING, OASIS
- BRUCE LEE, US GOLD
- BLACK HAWK, CREATIVE SPARKS
- FLIP AND FLOP, STATESOFT
- DEATHSTAR INTERCEPTOR, SYSTEM 3
- MUNROE MANOR, SEVERN

DALEY VAULTS TO THE TOP

The two big climbers this month are both games released almost simultaneously on the Commodore 64 and Spectrum. The new number one, *Daley's Decathlon*, is once again also a new entry to the charts.

Ocean were understandably delighted and practically speechless at the news, managing to say, 'smashing, that's great.' The majority of their sales are on the '64 but as the Spectrum version becomes widely available you can expect it to catch up.

Gremlin Graphics were equally pleased with the dual success of *Wanted! Monty Mole* and expressed delight at the speed with which it had shot up the charts. They say they have sold 20,000 copies in the first six weeks.

Decathlon from Activision and *Micro Olympics* from Database have also climbed into the top ten showing that the enthusiasm for joystick and keyboard demolition continues unabated.

The rest of last month's top ten are still right up there but could find themselves taking a dive next month as the rest of the big autumn releases make their mark.

It looks like *Manic Miner* is finally about to drop off the chart after a tremendous run and leave its successor *Jet Set Willy* to fly Miner Willy's banner in the charts.

We have a shrewd idea though that there is going to be yet another new number one next month and plenty of reshuffling at the top.

Last month each Software Club Member took a share of £100,000 worth of discounts on the very latest top quality programs and accessories . . .

ARE YOU STILL BUYING YOUR SOFTWARE THE HARD WAY?

COMMODORE 64 · SPECTRUM 48K · BBC B · VIC 20 · ORIC · ZX81 · DRAGON 32 · ELECTRON · AMSTRAD

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★ A huge continually updated choice of the finest and latest games available, plus educational and business programs — in many cases before they reach the shops!

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★ The Club's free colour magazine showing our vast choice of programs and exclusive offers on accessories all at huge cash savings — like a superb computer Work Station for just £19.95 (£15 less than everyone else is currently paying), like top quality home computer maintenance kits at half price! The list goes on in a magazine that comes not once in a while, not every couple of months but every month, so you're always right at the centre of the action.

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★ A telephone order hotline for ultra fast despatch and a Customer Service hotline to serve you better.

★ The knowledge that you'll be with the Club that started it all. There's only one Software Club, it's the most popular in the U.K. because it's the best — always in touch, lively and fun, that's The Software Club. The best value you can get — bar none.

All that we ask from you in return is that you buy just six programs (in addition to your three half price selections) in your first year of membership. You'll be spoilt for choice and if you're anything like our current members you'll want a lot more than this anyway and our affordable prices make it all possible. You can buy your chosen programs spread over the year or all at once — it's entirely up to you — and remember, it's all backed by our price promise.

In line with Club policy, postage and packing costs are kept to an absolute minimum and are free on many orders. Once your membership is accepted, p&p on orders for two or more tapes is absolutely free and virtually all accessories are also sent p&p free — p&p is only charged on orders for single programs at a rate of 41p.

The Club's free monthly magazine — packed with bargains



OUR PRICE PROMISE

Start off by choosing any three of these 49 titles for half price. All you then have to take is another six programs at prices well below retail in your first year of membership. If you find you could have bought the nine titles you choose elsewhere for less, at the same time as you bought them from the Club, we will gladly refund the difference. You can't lose with The Software Club!

REMEMBER SEND NO MONEY NOW

Although we don't list Amstrad titles in our half price offer, programs for the Amstrad are available at big discounts through the Club.

THE SOFTWARE CLUB

CHOOSE ANY THREE FOR HALF PRICE

SPECTRUM — Rec. Retail Price / You Choose at Half Price / Item Code / Software House

Ad Astra 5.95 **2.97** 06360 Gargoyle
Can you survive in deep space against the deadly phasers of Pirate Battlecruisers and Robot Scout Ships, scatter bombs, and the almost impenetrable curtain of lethal mines.

Blade Alley 5.95 **2.97** 04340 PSS
Six different screens of incredible arcade action featuring Saucers, Asteroids, Tie Fighters, Space Hoppers, Banking Spaceship and moving 3D Scenery.

Crusoe 6.00 **3.00** 07750 Automata
Shipwrecked and stranded on a remote island with nothing but an empty stomach, a bottle of granny's patent elixyr and the clothes he stands up in — your job is to return Crusoe home again.

Micro Olympics 5.95 **2.97** 07070 Micro-User
Game description as for Commodore 64.

Moon Alert 5.90 **2.95** 05840 Ocean
Emergency! Battle across the rugged lunar terrain from the wreckage of your Space Fighter back to the lunar base. Scrolling landscape covers over 300 screens!

Moon Sweeper 7.95 **3.97** 10420 Cheetah
You command the Moonsweeper Raider on a deadly seek and find mission for stranded lunar pioneers. There are four moons to search, guarded by hostile Base Carriers, Short Range Interceptors and Death Towers.

Olympimania 6.00 **3.00** 04080 Automata
Starring the Piman in five different Olympic events with a difference — who let those alligators into the swimming pool? Features Lurch the Office Parrot, Mutant Trees and many more surprises.

Special Operations 5.95 **2.97** 09790 Lothlorien
Superb graphics adventure war game — features 18 different maps, plus maps for resolving skirmishes with enemy patrols, and seven different levels of play each with a different objective.

Trashman 5.95 **2.97** 04290 New Gen.
Empty all the bins from each road into the dustcart in a race against your slowly reducing score, get more points doing jobs for householders but step on the grass and you'll get bitten by their dogs and end up with a limp — watch out too for cyclists and cars!

War of the Worlds 7.95 **3.97** 06260 CRL
Based on Jeff Wayne's Musical Version of the H.G. Wells classic. You live in a world under Martian domination — you must survive against the terror of their Fighting Machines and weapons of death.

ORIC

Chess 9.50 **4.75** 06950 IJK
Quite simply the best version of the game available for your Oric with variable skill, care, sub and speed levels . . . stuck? the computer will suggest a move — just one of the many features of this superb program.

Digger 6.95 **3.47** 06540 Lothlorien
Fast and challenging — deposit sacks of gold in your bank while attempting to kill all the monsters on the screen before time runs out.

Ghostman 7.50 **3.75** 07460 Severn
Control your Ghostman around the Maze eating the dots and fruit but avoid the Ghosts who are out to get you. Find the Power-Pills in the corners of the maze and you'll become temporarily invincible. Nine levels, each one faster than the previous maze!

Lone Raider 8.50 **4.25** 03150 Severn
For eons Earth's Battle Fleet has held back the alien Zugs. As Captain of the Lone Raider you must breach their defences wreaking havoc on your way to their Mother Ship.

Trick Shot 7.50 **3.75** 06970 IJK
You have to pot the balls in the pockets by lining up the cue and hitting the cue ball with just the right strength — it's highly realistic and each ball and pocket combination scores differently.

DRAGON 32

Chuckie Egg 7.90 **3.95** 02300 A&F
Game description as for Electron.

Don't Panic 5.45 **2.72** 09360 Peaksoft
A great double bill . . . Towers of Death and The Ice Kingdom are two classics that should feature in every collection. But miss a vital clue and you could be playing for months in your quest for the treasure.

Photo-Finish 7.95 **3.97** 09330 Peaksoft
Superb real-time graphics, authentic race-cards showing previous form, odds based on actual form, races from 5 furlongs to 2 miles, timed results and a photo-finish feature! For 1-4 players.

Project Volcano 7.95 **3.97** 07530 Mission
A top secret missile command centre has been discovered in an extinct volcano on the Yugoslavian border. It's the heart of a network covering the whole of the Soviet Block — your job is to neutralise it.

S.A.S. 6.95 **3.47** 09350 Peaksoft
You'll be briefed on your mission and then, equipped with helicopter gunships, wire guided missiles and grenades. It's up to you. There's a night action feature and nine minefields just to liven things up.

BBC B — Retail Price / Half Price / Item Code / Software House

Blagger 7.95 **3.97** 04880 Alligata
Game description as for Commodore 64.

Chuckie Egg 7.90 **3.95** 02540 A&F
Game description as for Electron.

Mr Wimpy 6.90 **3.45** 07170 Ocean
The zaniest, craziest burger battle to sizzle your screens! Fight Waldo and the rebel ingredients to make your delicious Wimpy Burgers the best in town.

Spitfire Flight Sim. 7.95 **3.97** 05990 Alligata
Take off, roll, loop-the-loop and landing must be performed with complete accuracy or your flight will end in disaster — this will have you glued to the screen for hours.

Uncle Claude 7.95 **3.97** 07480 Alligata
It's workers against bosses because the Union suspects that Uncle Claude (the electronics magnate) is about to lay off the workers. They elect you, Micro Micky to foil this dastardly plan.

ZX81 — Rec. Retail Price / You Choose at Half Price / Item Code / Software House

Cassette 50 9.95 **4.97** 07700 Cascade
The title says it all because this program has 50 great games on one cassette. We don't have space to list them but they're all here . . . maze, arcade, missile, tactical and logic.

Football Manager 5.95 **2.97** 01470 Addictive
Captures the real life drama and excitement of the game . . . transfers, full league tables, injuries, promotion and relegation, FA Cup, seven skill levels and much more.

Krazy Kong 3.95 **1.97** 01590 PSS
Climb the pyramid knocking out the supports for the giant gorilla as you go, meanwhile dodging the barrels and rocks he drops on you.

Pilot 5.95 **2.97** 01530 Hewson
Take the controls for a night flight, navigate by beacons using the instrumentation, take off, climb, bank left and right, descend and land — you'll learn to master them all.

JOIN THEM And start by choosing any three games for half price

(plus p&p)



THEN GO ON TO MAKE HUGE SAVINGS ON AROUND 400 OTHER TOP TITLES EACH MONTH

COMMODORE 64	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Android 2	6.90	**3.45**	07160	Ocean
You are the Android — stop the advance of the Militoids, survive the Maze of Death, rationalise the Paradox Zone and cross the Flatlands — but beware the lethal hoveroids, bouncers and landmines.				
Blagger	7.95	**3.97**	05510	Alligata
Follow the exploits of Rodger the Dodger, master burglar, through banks, shops and houses — but watch out for alarms and very spooky night-watchmen.				
Son of Blagger	7.95	**3.97**	05520	Alligata
You've polished your skills on Blagger, now put them to the test with his son — Slippery Sid's not after money . . . espionage is his game.				
Cavelon	6.90	**3.45**	05860	Ocean
Enter the castle stronghold at your peril! To rescue Guinevere you must ascend six awesome levels dodging and battling the deadly knights. Will the magic of the sword Excalibur make good prevail?				
Dare Devil Dennis	7.95	**3.97**	06790	Visions
So you think you could be a stuntman . . . the money is good but will you live to enjoy it — test your skills on land, sea and snow.				
Hunchback	6.90	**3.45**	03750	Ocean
Rescue Esmerelda from her castle stronghold. Featuring the Ramparts, Knights, Arrows, Fireballs, The Pit and of course those Bells!				
Loco	7.95	**3.97**	06180	Alligata
Through terrifying hazards and under constant aerial bombardment, this is the nightmare train journey of all time — can you make it before you run out of fuel and become a sitting duck.				
Micro Olympics	5.95	**2.97**	07060	Micro-User
Five track events plus long jump, high jump, pole vault, javelin, discus and hammer — you can take part in them all at the fabulous Micro Olympics.				
Potty Pigeon	7.95	**3.97**	09210	Gremlin
Percy the Potty Pigeon makes suicidal attempts to build his nest by plucking twigs from the path of onrushing traffic — he has one weapon though — his revolting explosive eggs!				
Snooker	8.95	**4.47**	03960	Visions
Accurate table layout, variable shot strength, spin on the ball in any direction, foul feature . . . it's like having your own full size table but guard it or you'll never get a chance to play yourself.				

VIC 20	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Bongo	7.95	**3.97**	05210	Anirog
Hilarious game for the whole family — Bongo the Super Mouse sets out to find the stolen diamonds so he can win the hand of the King's daughter in marriage.				
Dungeon Droid	5.00	**2.50**	07630	Novasoft
Your Space Ship is low on Novalite fuel crystals forcing you to land on a planet whose inhabitants worship them. Brave the many dangers in the multi-level tomb before your ship is destroyed.				
Mini Kong	5.95	**2.97**	01780	Anirog
Kong has abducted a young maiden and trapped her in his lair — you have to climb the ladders to rescue her as the angry Kong rains down a stream of barrels to crush you.				
Flight Path 747	7.95	**3.97**	05690	Anirog
As the pilot of this high performance jet liner you must take off from an airfield surrounded by high mountains and having climbed safely over them prepare yourself for a landing in the valleys below.				
Snooker	8.95	**4.47**	02170	Visions
Game description as for Commodore 64				

ELECTRON	Rec. Retail Price	You Choose at Half Price	Item Code	Software House
Blagger	7.95	**3.97**	05170	Alligata
Game description as for Commodore 64.				
Chuckie Egg	7.90	**3.95**	02190	A&F
Who'd think a farmyard could be so stressful? You must collect the eggs before the nasties get out and eat all your corn. And if the crazy duck gets out of the cage, you're in real trouble!				
737 Flight Simulator	7.95	**3.97**	06420	Dr. Soft
"Start approach well out, starting down from 3000ft at 10nm range, don't forget flap and gear, aim for a 3 degree slope down to the runway, follow up with power to control speed" . . . just one of the manoeuvres in this superb flight simulation — a real test of skill.				
Guardian	7.95	**3.97**	05910	Alligata
Stop the Landers trying to capture Humanoids from your planet surface while tackling flying pods, swarmers, alien bombers, deadly baiters and a carnivorous overblown jellyfish.				
Snooker	8.95	**4.47**	02280	Visions
Game description as for Commodore 64.				

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We aim to make the Software Club the only club you'll want to be with. All of our programs are guaranteed genuine from the original manufacturers and are produced to the highest standards. However, if any tape proves to be defective please return it to us, with a short note explaining the malfunction, and we will replace it (for the same title) by return of post.

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Please accept my application, enrol me as a member of The Software Club and send me the introductory tapes whose numbers I have written in the boxes below, for which you shall charge me in due course, should I decide to keep the software (plus a total of £1.25 for postage and packing). If I am not completely satisfied, however, I may return the tapes intact within ten days, my membership will be cancelled and I will owe nothing. As a member, I need not take a tape every month. If I want no tape at all, I can say so on the card provided. I will, however, choose at least six tapes in the first year. I am over 18 years of age. (This application must be from your parent or guardian if you are under 18 years of age).

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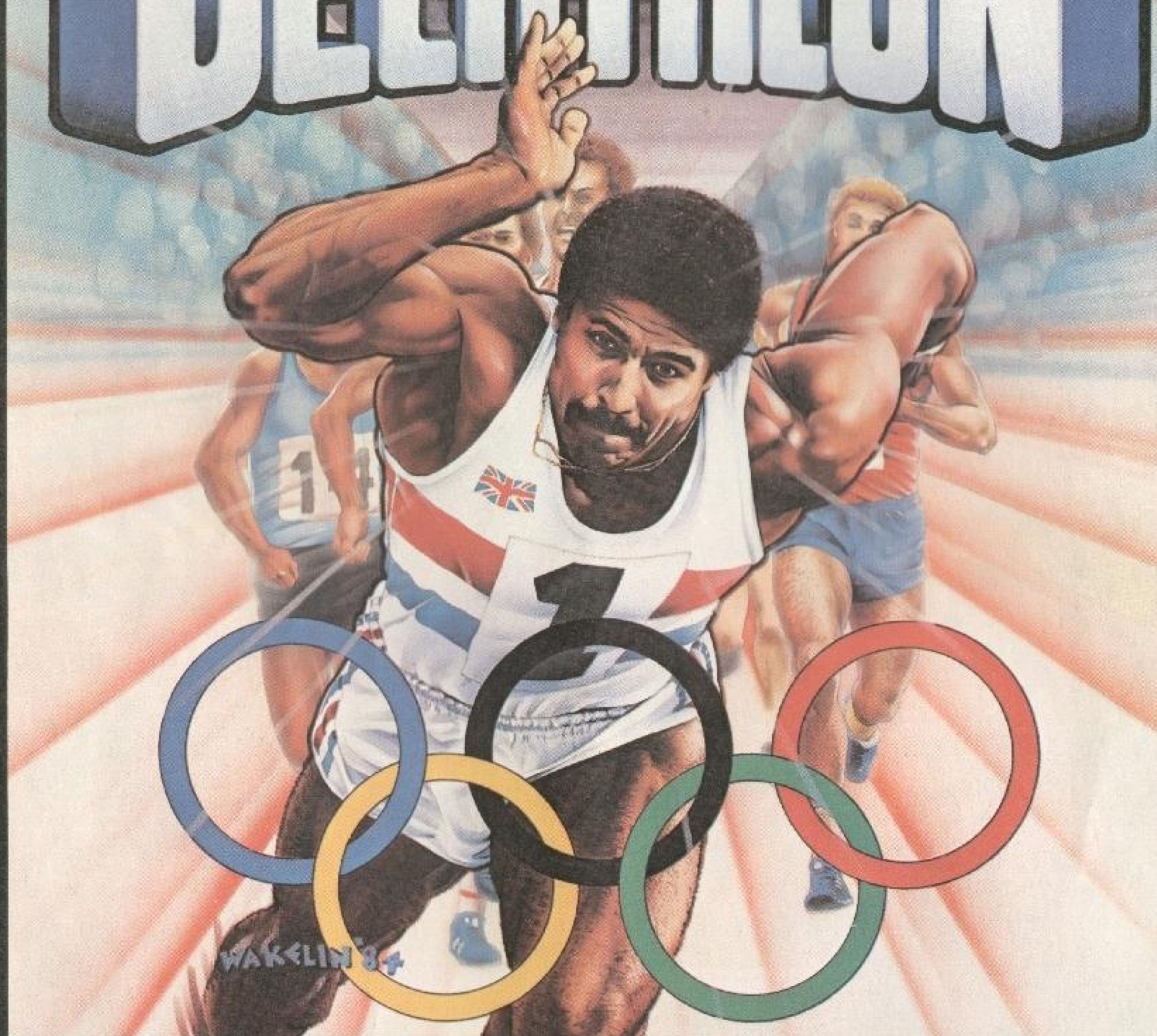
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BYTE-BACK

SAMANTHA HEMENS replies to a selection of letters from our ever-growing mailbag. It's great hearing from you, even though we can't always give individual replies. Write to: Byte-back, Personal Computer Games, 62 Oxford Street, London W1A 2HG.

Zzooming score

After giving up at trying to score 600,000 on *Zzoom* I decided to try to shoot as many refugees as possible. On level 1 I managed 44 and then waited to see if I got a computing bonus. I did – and it didn't stop. After it passed 15,000 I pulled the plug.

Has this happened to anyone else?

C Williamson,
Braintree, Essex

Cut 'originality'

Is the Originality column of your ratings really necessary? If a game is a rip-off, surely the reviewer would say so in the review? Originality is not a quality the majority of computer owners would look for when buying a game (although, admittedly, in some cases it does help).

The originality ratings you've given have sometimes been misleading or wrong. An example is *Wheelin' Wallie* by Interceptor. It's a good game deserving all the ratings it got, except for originality. It is in fact an exact copy of a game I saw at the seaside called *Snap Jumper*.

Chris Abbott,
Beeston, Notts

'Originality' is certainly the hardest rating to give and sometimes, as in Wheelin' Wallie, *we get it wrong. But we still think it's an important rating. Games which contain genuinely new ideas deserve credit for them, quite apart from their other merits.*

Sickening sales

Having to save up 50p a week for games, it makes me sick to see people like the girl in Challenge Chamber (September) who buy a game every week.

I see these people in shops, and they often go from the top left Spectrum shelf along until they come to a game they don't have. They say to whoever is with them, 'Have I got this?' and then they buy it *regardless of quality or anything.*



I expect they have large piles at home of *Pac-Man*, *Frogger*, etc. All I can say is, it serves them right. I only buy after reading as many reviews as possible, asking people about the game and preferably playing it.

A thing I hate about the software houses is that they often disguise the nature of their games. I am getting used to it now and can tell an arcade rip-off a mile away. *Pac-Man* types usually have something like: 'Guide ... around dodging the monsters. Eat the wafers and every so often you have a power pill to give a period of invincibility.'

Finally, I do object to not being able to change a game for a different one if you really hate it, because you might be a pirate. I suppose it would be a good way of getting lots of games, but we're not *all* that dishonest and John Menzies have lost a couple of sales because of this.

Michael Aherne,
Glasgow

Really angry responses!

In September's Byte-Back I read the 'really angry' letter, and found it was pretty true, except that you have Spectrum games as game-of-the-month as well as the CBM 64's.

Why couldn't you have BBC games as game-of-the-month? I know you did once with *Fortress* but that's about all. What about *Frak!*? The best game for the BBC was only a PCG hit. Why did you give it only 9 for sound? Try loading the first part of *Frak!* and deleting line 130 – run it and doesn't that sound a lot like Captain Pugwash?

If you compared *Frak!* with the following month's game-of-the-month (*Quo Vadis* for the '64) you will notice that *Frak!* got a higher overall mark. What have you got to say about that then?

Jonahan Crighton,
Retford, Notts

'Game-of-the-month' means best game that month. Frak! *had the misfortune to be released in the same month as* Lords of Midnight *and* Sabrewulf. *Otherwise it would have been game-of-the-month for sure.*

In answer to the points raised by Tim Russell of Coventry. First of all, Commodore 64 sales last year account for no less than 24% of the total micro sales in the UK, not as many as the Spectrum, but a considerble amount none-the-less. As for Mr Russell slagging off the excellent Spectrum games such as *Atic Atac* and *Lunar Jetman*, all I can say is they must either be too difficult for him, or he is just downright stupid.

David Clark,
Wallsend, Tyne & Wear

Thanks for the great magazine and the great value. Considering the money saved on buying sub-standard games, 75p is well spent on PCG.

In reference to Tim Russell's letter (September issue) I would like to point out that the CBM 64 is the world's top selling micro and is second in the UK, and that it is now no longer 'foreign' as it is made in Great Britain at Commodore's new Corby site. So there you are Mr Russell ... the facts!

J Briggs,
Dundee

I disagree with what Tim Russell said in the September magazine. The Computer and Video Games review section is pathetic. Your Screen Test section is the largest, most detailed review section of any computer magazine.

Robert Mitchell,
Manchester

Really pathetic reply!

I think you will recognise the name. Tim Russell. Well, I'm sure by now nobody likes me. I'm sorry about my letter, but that's how I write them. I'll tell you now why nobody likes me: 1. I've got no taste. 2. I'm completely deaf. 3. I'm a complete and utter fascist.

Tim Russell,
Coventry



Stop the illiteracy!

After purchasing Sinclair's new game *Stop the Express*, me and my friend rushed to my Spectrum.

It loaded, it was great. Good graphics, animated well and very addictive. After a few goes we got inside the train, a few more and yes!! we stopped the express.

But after all this we was greeted by 'CONGRATURATION! YOU SUCSESS!' Are the programmers at Sinclair illiterate?

D Farrell and K Brown, Tamworth, Staffs

Bored stiff!

I wrote in a month ago to complain about CA's review of Artic's *World Cup*. However, I now feel I must apologise to Chris – he didn't boob at all!

Lasting Interest – not a lot, I'm bored stiff. The game is so easy. The first time I played, I won the World Cup and my highest score is 8-0.

Sadly, the game now lies on my desk collecting dust – oh, how I wish I'd got PCG before I made my mistake!

Richard Thaw, Huddersfield

I can see the Ed from here, sniggering in delight – someone's finally cleared his name. Oh well, suppose we'll have to let him back on the streets now!

Bandersnatch revealed

In your September issue, Buzz contained an article about the collapse of Imagine, and the game *Bandersnatch*.

In your article you said that the point of this game was obscure. For your information the 'Bandersnatch' originates from the famous poem Jabberwocky in the book 'Alice through the Looking Glass'. Later in the book the King remarks, 'you might as well try to catch a Bandersnatch'. Perhaps this is the purpose of the game.

Nicholas Wallis, Ribchester

You could be right about that Nicholas, but the whole truth may never be known, since our latest info on the game suggests that all plans for it have been shelved. Instead efforts are being made to complete Imagine's other 'mega-game' Psyclapse.

The Micro Debate debate

Firstly, your magazine is totally brilliant, the best on the market. Well done, team, you're a hit.

Secondly, that debate in September's issue was super. As usual, good old '64 came out on top. Sigh! It's so pleasing seeing my friends begging to play *International Soccer* as their Spectrums are broken or being repaired.

Ok, Commodore Basic is terrible, but then you can always update with another Basic. And, oh yes, I've got to get one thing clear – I hate BBCs.

Derek Twee, Southsea, Hants

How could the Spectrum and the '64 have the same overall marks (9), when the Commodore received a total of 81 marks and the Spectrum only 70?

Mathew Barton, Bolton

Despite some very funny lines, that debate was a load of ******. I own an Atari, no jokes please! What do you mean by saying you have to pay £30 for a game on these machines? Silica Shop are now selling all games cartridges for either £9.95 or £14.95.

As for that chart, how can the Spectrum get 10 for game quality while the BBC gets only 9???

Lee Caller, Staines, Middx

I feel I must put pen to paper to tell you how much I enjoyed reading The Great Micro Debate (September). It was brilliant. It was great to see Vic standing up for himself against 'rubber face' Spectrum.

Jonathan Clarke, Norwich

We had loads of letters about the debate – most of you loved it, but not surprisingly a lot of you complained that your own computer had been under-rated. This is definitely a subject where you can't please everyone! Oh, and thanks to Sanjeev Shetty and Brendan and Andrew Melck from Wargrave, Berks, who sent us an entertaining continuation of the debate which starts off:

'BBC (to Spectrum): Your games might be good, but when it comes to hardware, you're way behind.'

Wonder what computer they own?



Bongo nightmares

I should be fast asleep in bed now – it is ten to three in the morning – but instead I am in bed writing this letter.

I am not asleep because I have tormenting nightmares about the high scores you had in your magazine for the Vic 20's *Bongo*. Diabolical is not the word – a score of 2,152,000 is just one big joke. My high score happens to be 17,684,000 and you may think with a score like that, why doesn't he challenge the Chamber. But unfortunately the forms for the Challenge Chamber are so small I cannot fit my address on.

S Winterton, Whiston, Merseyside

Come off it 'S', a talent capable of hammering Bongo *into the dirt has got to be able to generate slightly smaller hand-writing. You're just scared of meeting the Chamber Master.*

What a rip-off!

After seeing a magnificent advertisement for Statesoft's *Astro Chase* in your August mag, I rushed out and bought it. '3D Graphics' it said. 'Cartoon Animation' it said. '34 Screens' it said. Review it quick – the ad's a rip off.

What it slyly forgets to mention is that the 3D animated graphics have absolutely nothing to do with the game and the screen shown in the ad is no more than the title page! 34 screens should say 34 levels, since we all know there is a subtle difference between a change of events and just more and more aliens (simple ones at that).

However, it's not that bad a game, addictive even, but I strongly recommend other games freaks to view it first as even the cover gives a very false impression that it may be something different.

Their motto exclaims, 'Really something else' – perhaps it should read 'Really the same as many'. If this is the latest mega-game from the USA, our excellent 'Limey' writers have nothing to worry about.

C Constable, Ashford, Kent

Well, Mr Constable (not in the force are you?); turn to the Screen Test section to see our verdict on the game. We are somewhat of your opinion that the ads are misleading, but aren't many of them? Isn't that what we're here for?

Ultimate suggestion

I was recently reading the September issue of your number one magazine when I read a letter from some idiot saying why don't Ultimate convert their games onto the CBM 64.

As if the Yankee machine hasn't got enough games, most of which are ripped-off Spectrum ideas! All I can say to Ultimate is: stick to the Spectrum.

P Lowe, Manchester

Dad's turn

On buying *Micro Olympics* I was pretty good at it. On the first day I was getting 12.92 in the 100 metres, 61m in the discus and 2 metres 30 in the high jump.



At 6 pm my dad gets home from work, takes a look at the screen and says, 'Looks no sweat to me'. Well, who am I to resist a challenge? 'OK, I'll give you a game,' I confidently offered. Huh!

After the 100 metres, in which he beat me by at least a second, shaken but still firm I thought 'it's just beginner's luck, don't panic'. Later, having been totally and utterly thrashed in all of the events, I admitted defeat. Even the computer runner and my Spectrum keyboard looked exhausted after my dad had been on it!

So, on reading Adrian Brown's letter, I though perhaps a father's Challenge Chamber could be arranged. Then the dads could fight it out among themselves!

Rhys Willis,
Bushey

Where's Hunchback?

I think yours is by far the best computer magazine. However, when I glanced through your Good Buy section I was amazed to see that *Hunchback* was not included in the CBM 64 list. Why not? After all, it did get to number 1 in the brilliantly-compiled PCG top 50.

Norbert Grey,
Dublin

Our top 50 shows the games which sell the most. But just because a game has sold well doesn't mean we'd necessarily recommend it. Hunchback *is certainly a strong candidate for inclusion in Good Buy, but space there is very limited!*

What a scream

I get your magazine every month and I was in tears of laughter when I saw the front cover of the September magazine, it's so funny! The punk breaking the joystick, with the chain and padlock round his neck and that expression on his face!! I loved it.

James Agger,
Quentiborough,
Leicestershire

You'll find him appearing again in this month's Tricks 'n Tactics – remember the model's up for grabs.

Rat's Burp

I recently acquired *Match Point* and wholehertedly agree with it being a PCG Hit (quite an honour). But I don't agree with a few marks you gave it.

Sound 4: Now cummon! You've got to have massive ears to hear anything louder than a rat's burp. (How can you give *World Cup* 1, but *Match Point* 4).

Graphics 9: Admittedly the graphics are good, but the people could have been a bit varied, eg different colour ball-boys and players.

Mico Desbrow,
Basildon, Essex

Didn't you know, 4 is the mark we give to anything that sounds in the least like a rat's burp. At least it wasn't a drastically out of tune rat's burp like the songs in World Cup!

Death to dealers

I strongly recommend a slow painful death to software companies and dealers alike, immediately ... unless they finally sort out their differences when dealing with their bread and butter.

I am, of course, angrily referring to us, the poor, frustrated beings who try and grasp mega-games of adventure and arcade alike. Furthering Jan Venema's strong and rightful complaint about the lack of software in The Netherlands, it is equally hard to obtain it in one of the hearts of computerland, Britain!

I live in a dead boring but picturesque town which, amazingly, sports its own computer shop, da da! Like many other shops, it proudly advertises in the local papers that it stocks this, that and the other, including 'a wide range of software'.

I had my heart set on buying a game or two. What a joke! Only ONE Ultimate game was available, *Atic Atac* and no Durrell, Digital Integration or others. I mean, why were the shops opened in the first place? To save a lot of hassle with mail order, lost cheques, dud games etc.

Maybe it's about time companies and dealers got together, sorted out their differences and gave the buyer what they want: a shop where they can get a game without having to worry about it being a dud and can get it tested at the same time.

Clifford Free,
Buckinghamshire

Strong words, Mr Free, I wonder what other people think about this?

Wallies in Dagenham

I thought you might like to hear something funny. When my friend and I went to my local computer store I said: 'Have you got *Manic Miner*?' The salesman replied: 'Yes, and it's *Maniac* Miner.'

My friend, who was rolling with laughter, said: 'You ought to read the cassette case.' He then replied: 'Nahh, you wanna learn some English.'

Another time my friend and I went into a shop where there was a man running a survey on computers as he was about to start his own software business. I told him I had a Spectrum and he replied: 'Is that a ZX81 or 48K?'

Sanjay Chokshi,
Dagenham, Essex

Anyone else got some funny tales for us? Go on ... give us all a laugh.

Anti-Spectrum club

I thought you'd like to join my club. 'The Anti ZX Spectrum, *Jet Set Willy* and *Manic Miner* Club'. There is no entry fee, but you must be a Spectrum hater. Rules:

1. When you see Clive Sinclair talking about one of his useless computers on TV follow these simple instructions:

a) Scream and yell as loudly as possible.

b) Annoy *Manic Miner/Jet Set Willy* fans by saying that Matthew Smith has finished with the Miner/Willy series and is now programming games with better graphics, sound, originality and complexity. His first game of this type is called *Breakout* and is in black and white to create a better atmosphere than in his previous games.

2. When a Spectrum owner is counting their thousands of games, remember to stand on them or pour your drink over them.

3. Always carry a pair of ear plugs in case you are surrounded by a group of Spectrum owners talking about their favourite games.

4. When Spectrum owners are loading a game you must get rid of it fast. The best way to do this is to stand on the cassette.

5. All members will defend all computers from the Jupiter Ace to the ... er ... big computers. Remember nothing is as bad as a Sinc' computer!

Please keep these rules for the safety of computing. When you perform one of these duties, you are doing it for yourself and CBM 64's.

Barrie Ellis,
Benfleet, Essex

It seems pretty fishy to us that your handwriting Barrie is nearly identical to that of another reader of ours. We think perhaps you're Tim Russell in disguise – is this true? Anyway, your letter throws a somewhat new (and certainly different) light on the previus argument about CBM 64's eh?



NEW! FOR BBC & ELECTRON

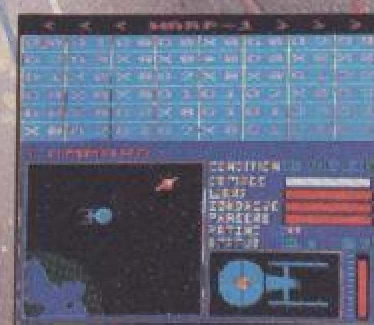
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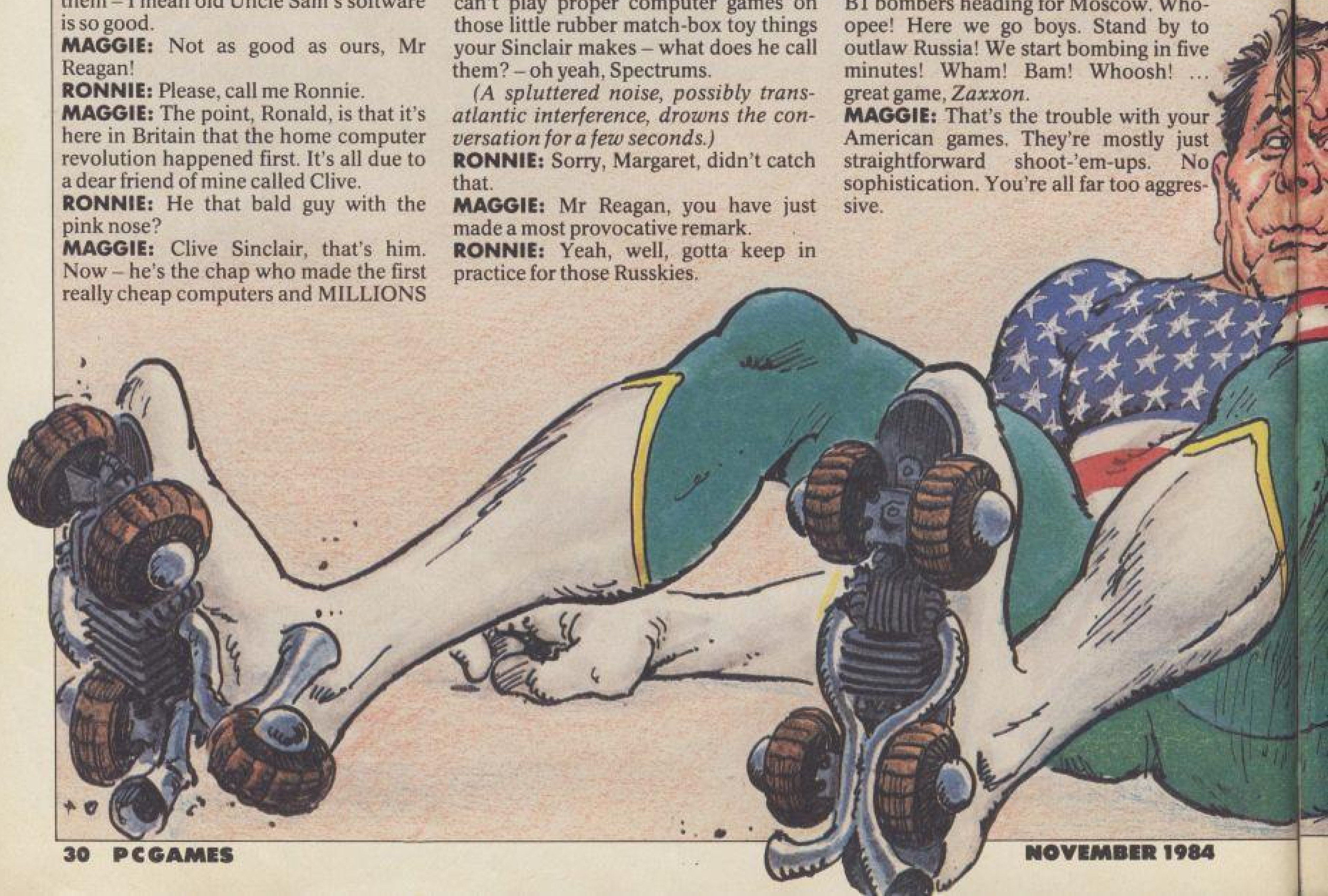
EXPOSED

THE REAGAN-THATCHER GAMES BUST-UP

Seen the worred look on Mrs Thatcher's face recently? Maybe you thought the economy was getting her down? Or perhaps Dennis had been nagging her again? But no! PCG can exclusively reveal the true cause of her concern – Britain is being invaded. Yes, folks, this island nation is being flooded with thousands upon thousands of little rectangular objects wrapped in cellophane – American computer games.

What are they doing here? Are they really – as some suggest – better than our own British games? No-one would ever have known had not PCG's editor Chris Anderson picked up the phone one day and, by a freak accident found himself listening in on a transatlantic row between our Maggie and their Ronnie. Despite strenuous efforts by MI5 and the CIA to suppress publication of their bust-up we can now reveal all.

MAGGIE: My question is, Ronald, why are you sending them to us? We really do already have enough of our own, you know.
RONNIE: You do? Gee, Margaret, I thought you'd be kinda pleased to get them – I mean old Uncle Sam's software is so good.
MAGGIE: Not as good as ours, Mr Reagan!
RONNIE: Please, call me Ronnie.
MAGGIE: The point, Ronald, is that it's here in Britain that the home computer revolution happened first. It's all due to a dear friend of mine called Clive.
RONNIE: He that bald guy with the pink nose?
MAGGIE: Clive Sinclair, that's him. Now – he's the chap who made the first really cheap computers and MILLIONS of Britons bought them, Mr Reagan. I promptly made Clive a knight, and Britain's been the greatest computer nation every since.
RONNIE: Yeah, but we're talking about computer GAMES here, Margaret. You can't play proper computer games on those little rubber match-box toy things your Sinclair makes – what does he call them? – oh yeah, Spectrums.
(A spluttered noise, possibly transatlantic interference, drowns the conversation for a few seconds.)
RONNIE: Sorry, Margaret, didn't catch that.
MAGGIE: Mr Reagan, you have just made a most provocative remark.
RONNIE: Yeah, well, gotta keep in practice for those Russkies.
MAGGIE: Listen, I'll let you into a secret. I myself own a Spectrum – given to me by Sir Clive himself. I play British computer games on it every evening, and I think they're absolutely wonderful.
RONNIE: Gee, ain't that cute?
MAGGIE: My favourite at present is called *Wanted: Monty Mole*. I've got a special cheat version which allows me straight into the last screen in which you kill off Arthur Scargill. It's wonderful, Ronald, quite wonderful. I find it so relaxing to finish him off a few times each evening before retiring for the night.
RONNIE: I have a better way to relax. I just get out my copy of the magnificent all-American *Zaxxon*. Once that plane starts gliding over the old 3D landscape I can imagine myself in one of my new B1 bombers heading for Moscow. Whoopee! Here we go boys. Stand by to outlaw Russia! We start bombing in five minutes! Wham! Bam! Whoosh! ... great game, *Zaxxon*.
MAGGIE: That's the trouble with your American games. They're mostly just straightforward shoot-'em-ups. No sophistication. You're all far too aggressive.





RONNIE: Then how come half-a-dozen British companies have tried to copy *Zaxxon*?

MAGGIE: Labour Party people ...

RONNIE: And how come another GREAT all-American game *Beach-Head* has been at number one in the British charts of late?

MAGGIE: Yes, well, *Beach-Head* is a good case in point. It looks absolutely wonderful with those aircraft zooming in at you over the sea. Almost reminded me of our glorious victory in the South Atlantic. But from what I've heard, playing *Beach-Head* gets tedious after a bit. And that's the pattern with most of your games. Flashy packaging, a wonderful picture on your TV, but in reality, a deadly bore. Dennis says they're just like Conservative Party conferences.

RONNIE: Yeah, but look, Maggie – can I call you Maggie?

MAGGIE: Oh I don't think so.

RONNIE: Mags, then? Or Marge?

MAGGIE: Er, no.

RONNIE: Okay, *Margaret*. Look, I'd say it's your dull British games that really send people to sleep. They're the boring ones.

MAGGIE: That's where you're wrong. Take one of our all-time classics *Manic Miner*.

RONNIE: That the game written by that hideous-looking punk?

MAGGIE: Don't be rude about Matthew Smith. Personally, I think he's cuddly. Anyway, *Manic Miner*'s 20 different screens have kept this country's gamesters plugging at the keyboard for hours. I myself have never got past the flapping toilets in Eugene's Lair. But Dennis is very good at it.

RONNIE: *Manic Miner* ... that wouldn't by any chance be a platform game set in a mine, would it?

MAGGIE: That's it, you've seen it?

RONNIE: No, but I've seen *Miner 2049'er*. Sounds to me like *Manic Miner* is another example of an American game being ripped off in England.

MAGGIE: And improved on.

RONNIE: Yeah, but what about originality, Maggie – er – Margaret. When are your people going to come up with some

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'Frak, Mr Reagan, FRAK'

ideas of their own? Where are the truly innovative games, like *Shamus*, the first multi-screen maze game, or *Preppie*, the first-and best-painter game?

MAGGIE: Don't lecture me on originality, Ronald. That's the hallmark of our games. Take our company Ultimate. They've produced a string of outstanding programs almost all of which have been brilliantly original. *Jet Pac, Pssst!...*

RONNIE: Pardon?

MAGGIE: ... *Lunar Jetman, Atic Atac.* Or how about my favourite hippy, Jeff Minter? Which of your programmers has invented such characters as intergalactic space-sheep or mutant goatoids?

RONNIE: Which of our programmers would *want* to?

MAGGIE: Then there's a game called *The Lords of Midnight* by a true Brit, Mike Singleton. Mr Reagan, that game isn't just original, it has created an entire new CLASS of game. As did *Atic Atac* before it. Your people can't compete with that.

RONNIE: Having clever ideas is one thing, programming them decently is another. That's where Yankee know-how comes into its own. Take a game like *Star Raiders*...

MAGGIE: Another shoot-'em-up.

RONNIE: ...which features fantastic, smooth, fast-moving 3D graphics. That game, Margaret, was written three YEARS ago and squeezed into tiny memory space, but it's still one of the best 3D space games around.

And how about old Atari's *Pole Position*? That's not a shoot-'em-up but it's a darn good piece of programming. Just try comparing it with a racing simulation on one of Sir Clive's Spectrums!

MAGGIE: Don't make me cross, I'm a devil when I'm cross. I don't know anything about motor racing except when my son Mark gets into trouble, but there IS a brilliant British TENNIS simulation on the Spectrum called *Match Point*. BESIDES, you're not being fair. It's much easier to write on the Atari or Commodore 64 than on the Spectrum. You should see what OUR people can produce on a '64. Take young Mr Anthony Crowther. The pictures he produces on games like *Loco* and *Suicide Express* put your chaps to shame. What's more it only takes him two weeks per game. TWO WEEKS, Mr Reagan – that's brain power. What you haven't got.

RONNIE: Who cares about trains? Helicopters are much more exciting. Just try playing *Choplifter*.

MAGGIE: Why should I? I prefer a game with real DEPTH. Like *Quo Vadis*, for example. Which of your companies offers a game which scolls over 1,000 screens? Eh? Tell me that!

RONNIE: We leave that kind of action to the adventure players. You might have heard of a little game called *Zork*. Just happens to be the best adventure in the world. All-American of course.

MAGGIE: It's got no pictures.

RONNIE: That's not a problem over here, Margaret – 99 per cent of Americans can read.

MAGGIE: *(Growing more heated by the minute.)* All right! – no need to be sarcastic. I don't think there's much we British can be taught about adventures. Take *The Hobbit*...

RONNIE: That's Australian.

MAGGIE: They're still part of the Commonwealth, Mr Reagan! That game set new standards for adventures even if it has got bugs in it.

RONNIE: Speaking of bugs, have you seen the spiders in *Forbidden Forest*? Now there's a special game. Great music. Chilling atmosphere. Your country can't touch it.

MAGGIE: *(Sounding dangerously angry.)* So what, I HATE spiders! YOU can't touch *Jet Set Willy*. What American game has HALF as many Pokes? Or what about *Chuckie Egg*, the most compulsive game ever written which drives me WILD every time I lose a life.

RONNIE: OK, OK, don't shout.

MAGGIE: *(Her voice rising to a triumphant shriek.)* And how about *Frak!*? The sweetest, wackiest, pinkest graphics ever created.

RONNIE: What did you say? You're screaming too loud.

MAGGIE: *Frak*, Mr Reagan, *FRAK!*

RONNIE: Button up, lady! Who do you think you're talking to? Some kind of *(expletive deleted)*.

MAGGIE: Take them away! Take your filthy games AWAY! I bat for Britain! The Lady's not for turning! We're the greatest! The GREATEST! We'll ALWAYS be the greatest! Admit it, Ronnie boy, ADMIT IT!

(Click, burrrrrr, silence).

MAGGIE: Thank goodness, he's gone. Dennis, get out the Spectrum will you?

Following our recording of this remarkable conversation we made approaches to secret sources in Whitehall and Washington.

They were able to supply us with these previously unpublished documents which provide a valuable insight into the 'minds' of the two leaders.

Comparing the two lists is most interesting. We know which set of games we prefer. How about you?

```
Classification: TOP SECRET
Document date: September 13th, 1984
Source: The White House
Destination: US Embassy, London

THE PRESIDENT'S TEN FAVORITE U.S. GAMES

Stocks of each of these titles should be purchased in London and stored
in readiness for Mr Reagan's next British visit.
```

GAME	MACHINE	SUPPLIER
Zaxxon	CBM 64, Atari	Synapse, US Gold
Beach Head	CBM 64	US Gold
Star Raiders	Atari	Atari
Miner 2049'er	CBM 64, Atari	Big Five
Pole Position	CBM 64, Atari	Atari
Choplifter	Atari, Vic 20	Broderbund, Audiogenic
Preppie	Atari	Silica Shop
Shamus	CBM 64, Atari, Vic 20	Synapse, Hesware
Zork	CBM 64, Atari	Infocom
Forbidden Forest	CBM 64	Audiogenic, US Gold

```
10 Downing Street

Charles,

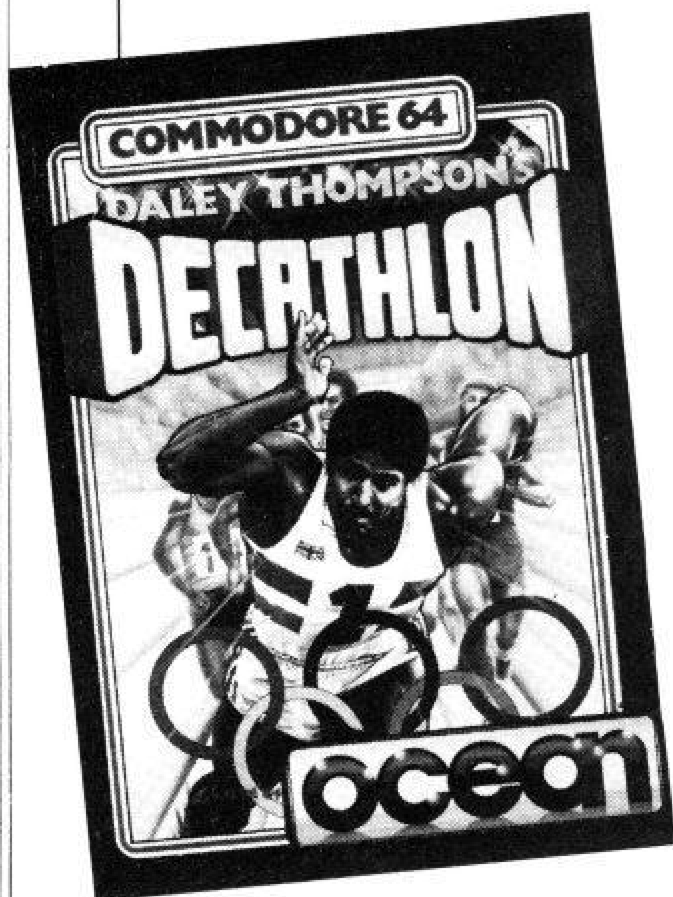
   This is a list of the PM's ten favourite computer
games (all British of course!). She wants you to track
down the names and life histories of each of the games'
programmers as they could be in for knight-hoods.

   Thanks, old man. Keep your chin up.
```

GAME	MACHINE	COMPANY
Atic Atac	Spectrum	Ultimate
Manic Miner	Spectrum, CBM 64	Software Projects
Jet Set Willy	Spectrum	Software Projects
Wanted: Monty Mole	Spectrum, CBM 64	Gremlin Graphics
Lords of Midnight	Spectrum	Beyond
Chuckie Egg	Spectrum, etc	A&F
Match Point	Spectrum	Psion
Quo Vadis	CBM 64	The Edge
Suicide Express	CBM 64	Gremlin Graphics
Frak!	BBC	Aardvark

WIN A YEAR'S SUPPLY OF GREAT GAMES





THE SOFTWARE CLUB

Oh boy! This has to be the games competition of all time! Just imagine hearing a loud plonk from the front door as the latest hit release for your micro slips through the letter box – absolutely free. And not just once – but every month for a whole year.

That's the fantastic deal we're offering 25 lucky winners in this great competition, run in association with the Software Club.

Not only could you win up to £100 worth of free software, but you could also get the chance to buy up to three hit games at only half-price, plus a whole catalogue of chart-toppers to choose from each month at substantial discounts.

Entering the competition couldn't be easier. As usual here at the PCG offices we're terribly overworked and badly in need of a laugh. All you have to do is come up with three riddles connected with computers or computer games. The 25 entrants who submit the funniest riddles will win and EVERY entrant will receive a special invitation to join the Software Club together with a £1.00 voucher to spend on their first selection if they join.

What are you waiting for! Writing riddles is laughingly simple – in our March competition we asked readers for a riddle and had real trouble picking the winners because the entries were so funny.

Just remember that each riddle must consist of a question and an answer written in the spaces provided on the entry form. (You may copy the form if you don't want to cut up the mag.) Then post the form to: **Software Club Competition, Personal Computer Games, 62 Oxford St, London W1A 2HG.**

● The prizes

Each of the 25 winners will receive free membership of the Software Club for 1 year and will be entitled to all club benefits, as well as receiving the club's game-of-the-month for their machine each month absolutely free.

● Just look at these games!

The Software Club's catalogue is bursting with hits for no less than nine of the most popular micros. There are over 400 titles in the current catalogue, of which more than 250 are recent releases.

Here are just some of the games on offer: *Lords of Midnight, Loco, Frak, Daley's Decathlon, Sheep in Space, Avalon, Quo Vadis, 3D Lunattack, Jet-Pac,* and hundreds more. Every month the club offers a game-of-the-month for each machine, plus the occasional hardware/peripheral offer.

There is a wide selection of titles available for each of the following machines:

Spectrum, Commodore 64, Vic 20, BBC, Oric, Dragon, ZX81, Electron, and **Amstrad.**

● Software Club Competition – Entry Form

NAME..........

ADDRESS..........

....

....

Here are my three riddles:

1. (Question)..........

....

(Answer)..........

....

2. (Question)..........

....

(Answer)..........

....

3. (Question;..........

....

(Answer)..........

....

My computer is (circle ONE only) Spectrum /Commodore 64 /Vic 20 /BBC /Electron /Dragon /Oric /ZX81 /Amstrad

(Closing date: Wednesday 21st November 1984.)

These questions are NOT part of the competition, so please answer them HONESTLY – it will help us to plan future issues of the magazine.

1. How many computer magazines do you buy each month? ______
2. Give a rating out of 10 to any of the following titles you're familiar with.

Personal Computer Games ______
Computer and Video Games ______
Your Computer ______
Big K ______
Crash ______
Others (please mention, with ratings)..........

....

● Competition rules

(1) The competition is open to everyone except employees of VNU or the Software Club. (2) All entries must be written on the official entry form printed on this page. Copies of the form are acceptable if you do not wish to cut up your magazine. (3) Entries must reach the Personal Computer Games office by first post on Wednesday 21st November 1984. (4) The Editor's decision is final.





25 COLECO JOYSTICKS UP FOR GRABS

Fed up with the same old flimsy joysticks which collapse in exhaustion after just a few days pounding?

Well have we got a prize for you! We're giving away 25 Coleco 'Super Action Controllers', worth £25 each – they're sold in pairs for just under £50.

They're designed for use with the CBS Colecovision home video games system, but can be used on any micro or joystick interface which has a standard joystick port. So they're fine for the Commodore 64, Vic 20, and Atari, and for the Spectrum Kempston and Sinclair II interface.

When used with the Colecovision system, extra controls on the joystick including a key-pad can be used. Their rugged build, comfy pistol grip and space-age look make them an attractive possession for anyone.

All you have to do to enter is solve the seven anagrams of arcade games below and the first letters will form an instantly recognizable phrase.

To help you with these diabolically mixed-up titles we've told you how many words there are in each and the number of letters in each word.

The first 25 correct entries we pull out of a hat after the closing date will win the joysticks.

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2. NICE PET ED (1 word, 9 letters)
3. SAX IN GALA (1 word, 9 letters)
4. FICKLE DAD RANT (3 words, 5, 3, and 5 letters)
5. VOLE RATE (1 word, 8 letters)
6. BARNS TO LET (2 words, 6 and 4 letters)
7. ROAM ON PLOT (2 words, 4 and 6 letters)

Entry form – joystick competition

Name ....

Address ....

....

.... Post code ....

Post this form to **Coleco Competition, Personal Computer Games, 62 Oxford Street, London W1A 2HG.** Closing date, November 21st, 1984.

My answers are:

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....

50 copies of hit game *Hercules* must be won

Hercules was a smash hit for the Commodore 64 in our September issue and now we're giving 50 lucky readers the chance to walk away with a free copy.

All you have to do is answer correctly the three questions below. The first fifty correct solutions to be drawn from a hat will receive a free copy of *Hercules* direct from Interdisc, who produce the game.

Here are the three questions – just jot the answers down in the corresponding spaces in the coupon below, add your name and address, and pop it in the post. What could be easier?

1. How many labours did Hercules perform?
2. What does R.A.P. stand for?
3. In what country did the Olympics originate?

Hercules is a great new game from a new company, Interdisc. There are no less than 50 different screens for you to run, jump, and climb your way through as you attempt to perform 12 challenging tasks.

What's more, you don't have to worry about never getting beyond the first screen – the program's 'Random Access Principle' ensures that every time you lose a life you get a chance to have a crack at a different task.

Hercules is a classic game for the CBM 64 and normally sells for £6.95, but here's your chance to walk away with a free copy. What are you waiting for?

ENTRY FORM HERCULES COMPETITION

Name ....

Address ....

....

....

The answers to the questions are:

1 ....

2 ....

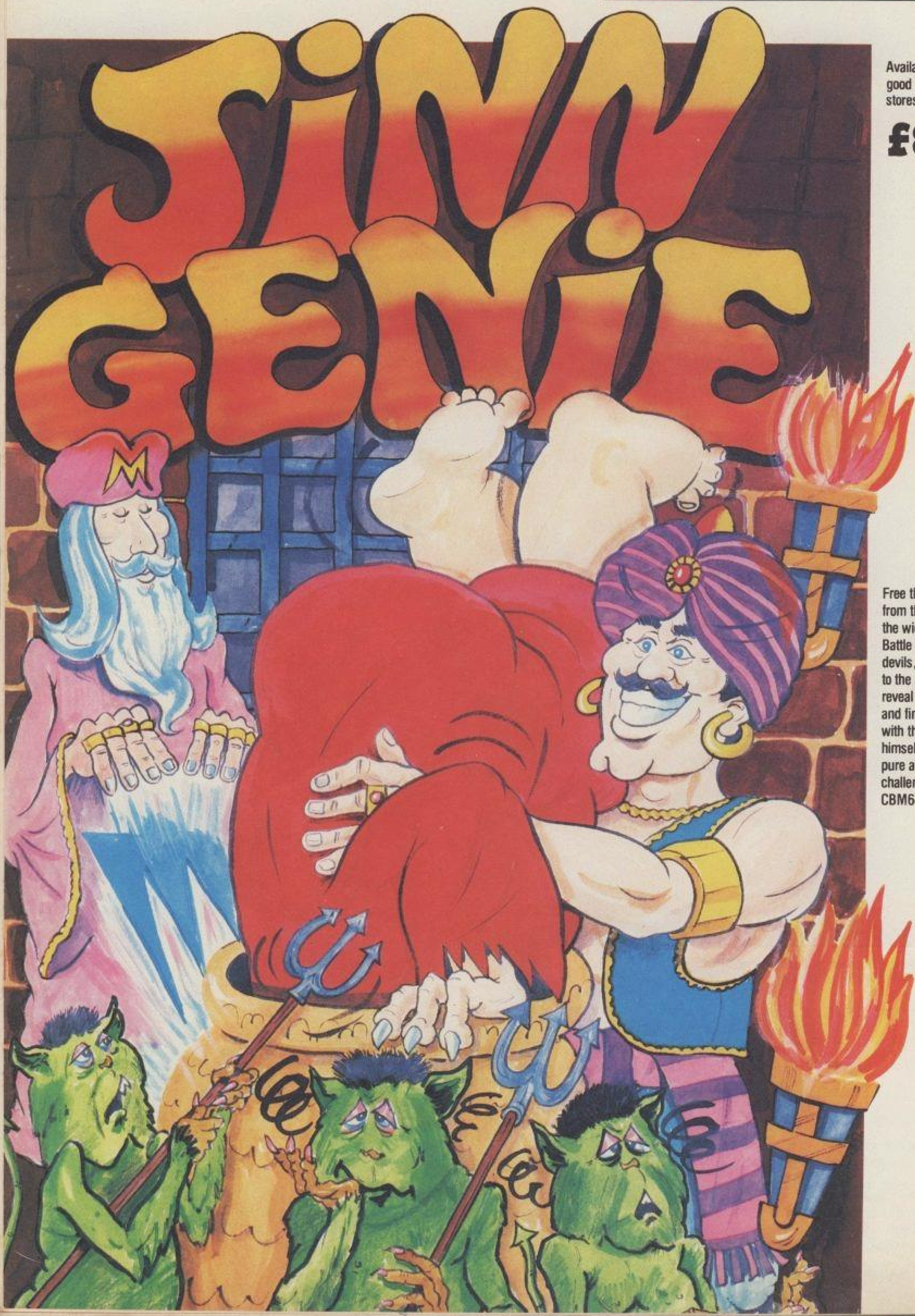
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Entries must be received by first post on Wednesday, November 21 1984.

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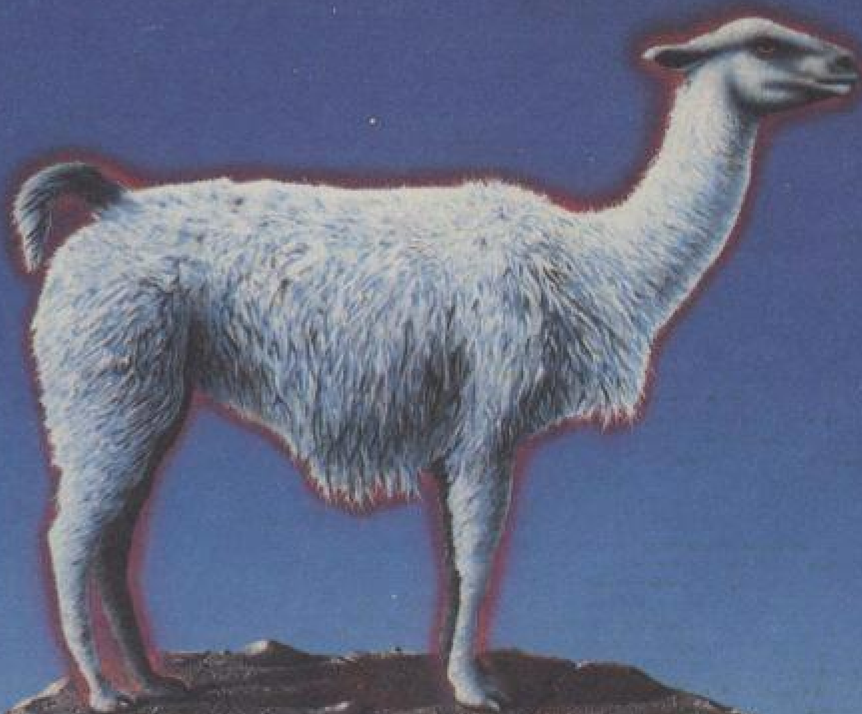
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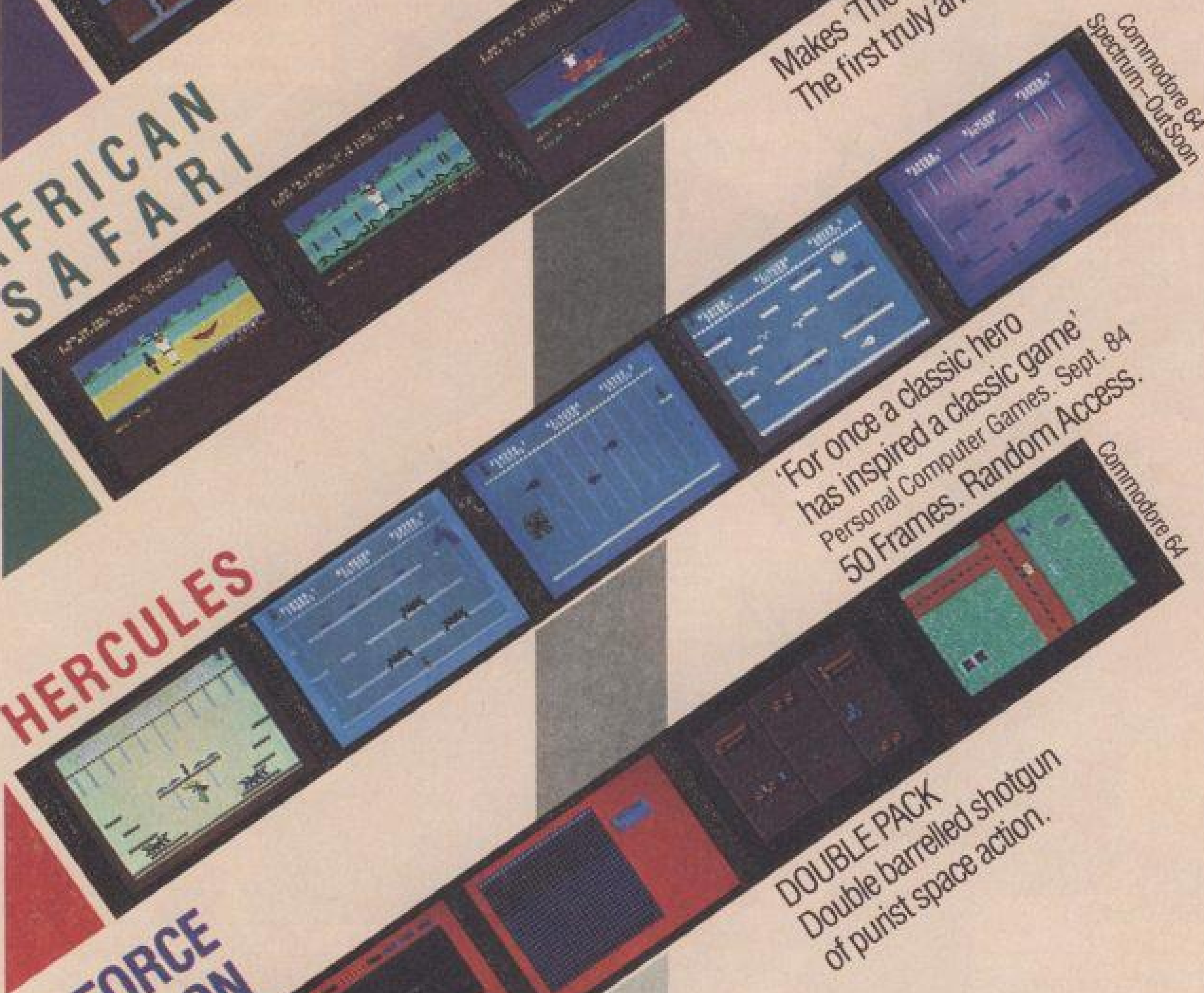
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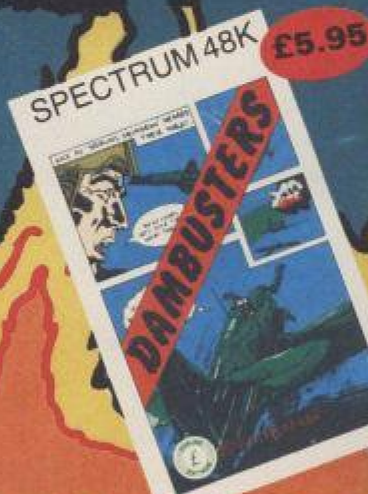
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PCG1



SCREEN TEST

There's no doubt about it, the autumn games bonanza is here. Lashings of wonderful new programs have flooded the office, and – as we predicted last month – the craze of the season is arcade-adventures.

Four major releases of this type have hit the Spectrum almost simultaneously – one of them, *Pyjamarama*, is our stunning game-of-the-month, while two of the others we've made PCG hits. And if Spectrum owners don't want to spend hours exploring different locations, they could always spend hours playing *Combat Lynx*, the remarkable new helicopter simulation from Durell.

BBC owners have just as big a thrill with the release of the incredible *Elite* from Acornsoft. It's a vast space exploration/combat/strategy game with super-fast 3D graphics. We agonised over whether to make it game-of-the-month, but in the end its price – and uncertainties about the cassette version – just told against it. An Electron version is coming soon.

Commodore 64 owners can choose between *Suicide Express* – a brilliant re-vamping of *Loco*; *Trollie Wallie* – a scrolling musical platform game; and *Storm Warrior* – a thoroughly original program featuring sword-fighting.

Meanwhile Dragon and Vic owners aren't out in the cold. We're delighted this month to have found new hit games for both machines, along with several other promising releases.

Don't forget – all ratings are out of 10 and all PCG hits are out of this world.

PCG PANEL



FRASER MARSHALL

A 17-year-old Scot from Glasgow and owner of a Commodore 64 and Vic 20. When he's not playing one of his 80 '64 games – or programming one of his own – he likes photography, fishing and hockey.



PETER CONNOR

Full-time PCG staff writer of enormous age (but still under 30). Has a passion for fast-moving arcade games.



PETER WALKER

Comes from Prestbury, Cheshire and owns a 48K Spectrum for which he claims to have a 'hefty' software collection. 16 years old.



SAMANTHA HEMENS

Just turned 19 and prefers to be called Sam. Works full-time for PCG and shows a mean touch on micro games, when she's not too busy coping with PCG's huge mailbag.



RICHARD BONIFACE

Our youngest panel member, just 13 years old. Lives north of the border in Dunfermline and owns a 48K Spectrum which takes up most of his spare time.



JEREMY FISHER

A winner in our competition thanks to a sparkling review of *International Soccer*. Aged 16, lives in Barnsley, Yorkshire and owns a '64 and an expanded Vic 20.



SIMON CHAPMAN

Another 16-year-old, works for a computer shop in Leicester and claims a background knowledge of several thousand different computer games.



BOB WADE

Another full-time staff writer, he's already worked his way through a massive number of games in the few months he's been at PCG. Aged 19 and the owner of a Sinclair QL.



CHRIS ANDERSON

PCG's long-suffering editor, aged 27 and owner of a Spectrum and Commodore 64. Too busy editing the mag to spend as much time as he'd like at the keyboard.



SHINGO SUGIURA

A 17-year-old Londoner and computer addict. Owns a BBC, Oric, CGL M5, and a broken ZX81. Also writes programs and has had one published in PCG.



RICHARD PATEY

Aged 14 and comes from Cambridge. Everyone in his class at school has a micro – Richard himself has a '64 and an impressive writing style – his father works for the Daily Mirror.



ROB PATRICK

A 16-year-old from London, beginning work on A-levels. Has access to a Spectrum and BBC on both of which he's seen stacks of games. Didn't want his picture published.



MARTYN SMITH

Aged 15 and lives in Aylesbury, Bucks, preparing for O levels. Owns a Spectrum 48K but also likes football, music and Marvel comics.



STEVEN FILBY

Another of those '64 owners, he's 18 and lives in Bedford. Likes playing with computers and playing with words.



STEVE SPITTLE

Aged 17, his job in information technology gives him access to most home computers. Enjoys being on PCG's panel because 'I like receiving bulky parcels'.



DAVID WRIGHT

His reviews in this issue appear under the name of his brother Richard who was the reviewer originally taken on by us, but then (too late to change the reviews) David confessed he had taken over the job!



STEVE COOKE

PCG's 29-year-old deputy editor – has a Spectrum, used to own a Lynx, and has just bought an Amstrad which he sees as the best thing since the advent of adventure games.

GAME: ROOMLORD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PARAMOUNT £6.95

This is the sort of game that will have you frustrated, infuriated and downright crazed but you won't be able to put it down.

In a four-level, 16-room mansion you have to collect the family heirlooms, one from each room and then get out again. Only 16 rooms, I hear you cry – it sounds easy. But unless you have great timing and lightning reflexes you will find it anything but easy.

A floor plan will show you the first four rooms and you can enter any of them. Even at this stage you must take care since you can only touch the treasures and the exit signs: everything else results in your downfall.

Each room is a deathtrap of dangers lying in wait for the unwary. The most hazardous problems are pulsating pink dots which disappear for very short periods allowing you past. One slight miscalculation and the dot will appear in the middle of you and it's bye-bye Roomlord.

Monsters shuttle up and down in most rooms but they always follow the same routes and you can shoot them with a magic star. Moving barriers and the lethal walls also bar your way but room layouts are always the same.

Each level has a time limit in which you must complete all four rooms but every time you lose a life it is restored. This means that while trying to be very careful not to touch anything you also have to hurry to collect a healthy time bonus at the completion of a level.

If you can make it to the last room you will receive the Golden Trophy from it, but I guarantee there won't be many trophies had without much perseverance and cool-headed action.

The game allows you to determine the number of lords, skill, volume, players and extra lords yourself. So you can make it as hard as you like – it is never easy.

Jeremy Fisher

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆P

Join the new Elite

The first thing you'll notice when you get a disk copy of Acornsoft's latest release *Elite* is the size of its packaging. It's big. Open it and you'll find a colour poster, a function key strip, a chart, an entry form for the *Elite* competition, a 65-page flight manual and a 50-page book.

The book is a short but gripping sci-fi novel called 'The Dark Wheel'. You don't actually need to read this book to play but it helps to set the scene. The flight manual, you definitely need to read because *Elite* is a hideously complex but absorbing strategy/arcade game and you wouldn't have a clue until you've read it thoroughly. Let me explain.

You are in control of Cobra Mk-III, a highly manoeuvrable, medium-range, medium capacity fighter/trader. As you fly around between the stars trading various goods, you'll live with your combat rating. You will begin as Harmless.

If you survive your first skirmish, you may be reclassified as Mostly Harmless but on the slow climb up the status ladder that reflects your growing talent for combat, you will have to engage many different ships in many different skirmishes in the system space of different worlds.

You will be classed as Poor, Average, Above Average, building up to Competent, Dangerous, Deadly and finally Elite. These ratings do give an accurate description of your ability to play the game.

You begin on a planet in one of the eight galaxies and must decide which planet to travel to in order to trade. Your choice (which is made on a detailed map via the cursor keys) will be influenced mainly by your fuel status, political profile and the inhabitants of your destination planet.

Unfortunately, during your voyage across space, you are likely to be attacked by countless numbers of pirate ships who will blow you into a million pieces – you'll find that it will take a few goes to get the feel of the controls.

All the arcade action – zapping alien ships and docking with space stations – takes place in the most breath-taking 3D graphics I've ever seen. The way in which the missile seeks its prey and twists and turns after the helpless victim is a joy to watch.

On the strategy side, there is the trading by which you can equip your ship with awesome weaponery such as ECM systems, pulse lasers, beam lasers, energy bombs (which simply destroy everything in sight, equivalent to smart

PANEL POINTS

The only thing that could stop BBC owners buying this game is the daunting mass of information that comes with it. If you press on and take the time to find out about the game you will find yourself plunged into perhaps the best game seen on the Beeb. The spacecraft and background are marvellously sharp and move beautifully about the screen.

This game really does have everything – strategy, action, amazing graphics, good sound and playability.

I like the ratings you're given from Harmless through to the final Elite.

The number of options mean that it has fantastic lasting interest – indeed you might drop from exhaustion before you put it down.

Goodbye Earthbound mortals, I'm off to fly to the stars.

Bob Wade

Don't be put off by the price. This is a game will worth saving up for – better than two or three ordinary Beeb games.

After a pretty quiet year, Acornsoft have excelled themselves. From the moment you get your hands on the package, you know it's going to be something which will absorb you for hours.

Graphics, playability, depth – the game can hardly be faulted. It should be pointed out that we haven't yet seen the cassette version – it's not clear whether this contains the entire game and, if so, whether new sections must be loaded in at regular stages.

That reservation apart, it seems clear that BBC owners now have a game unrivalled on any micro.

Chris Anderson

GAME: FURY
MACHINE: DRAGON
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00

This is a version of *Time Pilot* from the arcades. It's definitely above average for the Dragon, but I had one or two reservations.

Firing and flying in only eight directions was a bit limiting, and I found the display rather hard on the eyes after only a few minutes playing. This is a bit of a drawback because the pace of the game is quite fast and you need a steady eye if you're going to avoid collisions with your opponents.

Your bullets don't go very far either so you have to do a lot of manouevring which adds to the eyestrain and makes the game rather tiring to play. These quibbles apart, however, I reckon I'd load up this cassette pretty frequently.

Steve Cooke

GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	6



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PANEL POINTS

When you first look at this game, you think – Oh no, *Pac-Man*. But it'll give you a nice surprise. It's great!

The opening music puts you in a good mood to start the game, not like some of these nerve-jangling, off-key tunes found in lesser games.

Then, you are given lots of options to fill. Startled by the opening screen and a strange rendition of Greensleeves, you go for the off button. But wait. Once you've entered one of the little mazes, all becomes clear.

The graphics are good, the game is very playable (even addictive!) and you're sat there for hours.

Samantha Hemens

Roomlord seems to be a cross between *Atic Atac* and *Manic Miner*. To succeed you have to be a fast mover!

I liked the idea of being able to select the number of lives that you want. This should save clever programmers messing around with Poke codes to increase their number of lives.

The sprites are large and very good, and the bursts of music, although short, are varied and entertaining.

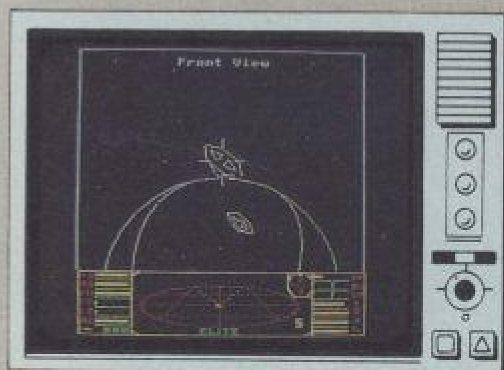
Steven Filby

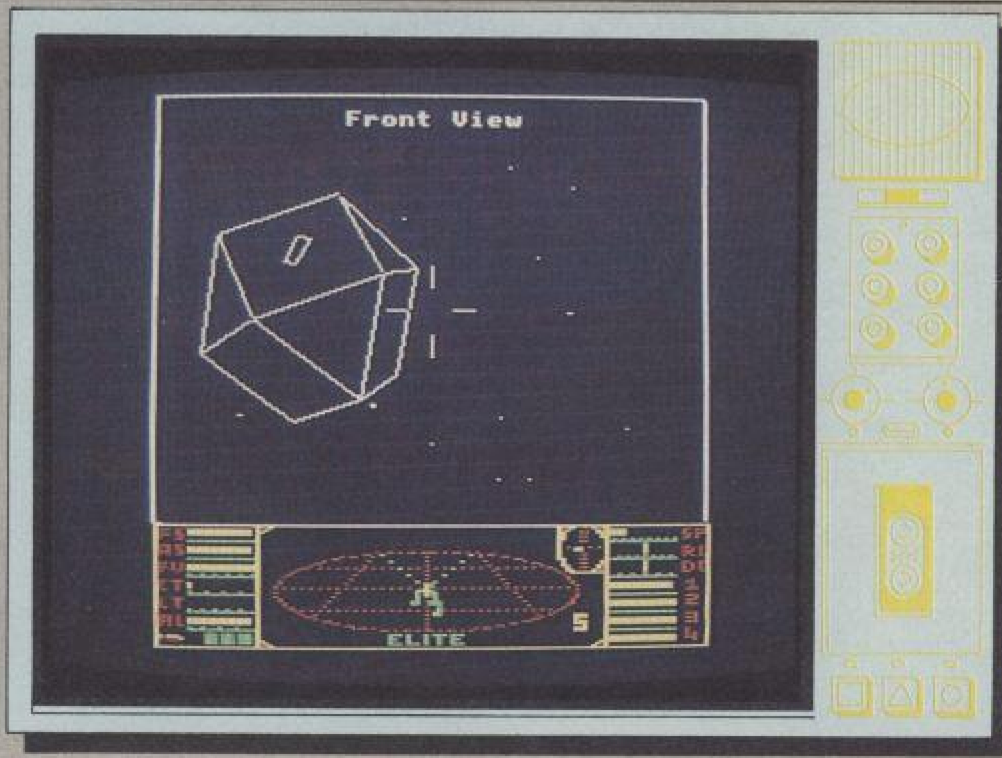


GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7

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GAME: ELITE
MACHINE: BBC B
CONTROL: KEYS' JOYSTICK
FROM: ACORNSOFT, £14.95

GRAPHICS	10
SOUND	8
ORIGINALITY	9
LASTING INTEREST	10
OVERALL	9

bombs in *Planetoids*) and so on.

If you want, you can get rich quick by trading in contraband goods and destroying innocent ships. But then you'd better watch out because the Police Vipers will be onto you.

Unfortunately it would take too long to explain all the details of this vast and sophisticated game (there are eight galaxies each of which contains 250 planets!!!).

The presentation is well up to the usual Acornsoft (pre-JCB digger) standard with all the usual features including freeze and sound on/off.

You might have withered at the sight of any of the big exploration games, *Atic Atac, Sabre Wulf, Jet Set Willy* and *Quo Vadis* for example, but since the data files for the planets in *Elite* are loaded from disk as they are needed, you don't have to make do with the titchy memory capacity of the Beeb.

Elite is vast, complex and very, very absorbing. I've got bulging, red eyeballs from staying up into the early hours but I don't care. I'm going to continue playing until I'm ranked Elite ... or at least Competent ... or even Average ... Buy it!

Shingo Sugiura

GAME: DEMON SEED
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00

A very impressive version of *Phoenix* with some infuriatingly difficult waves, just as hard as the arcade original.

Like the other Microdeal games it allows you a choice of playing colours: black, buff or green. The attacks come in two types of wave, the small swooping birds and the large ones which hatch from oscillating eggs.

Your base at the bottom of the screen has left/right movement and an added shield to make it invulnerable when the joystick is pushed up. This takes time to recharge though and you cannot move while it is on.

The action is smooth and the explosion as your base goes up in smoke is very gratifying for the aliens. **Bob Wade**

GRAPHICS	7
SOUND	NONE
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	6



Robot factory runaround

GAME: STRANGELOOP	
MACHINE: SPECTRUM 48K	
CONTROL: KEYS	
FROM: VIRGIN, £5.95	

GRAPHICS	8
SOUND	6
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	8

Okay readers, so Virgin have produced a couple of dodos in the past, but *Strangeloop* .... well, welcome back Virgin, all is forgiven.

Flex your trigger finger, gather your mapping materials, and prepare to do battle with one of the most challenging arcade adventures on the Spectrum.

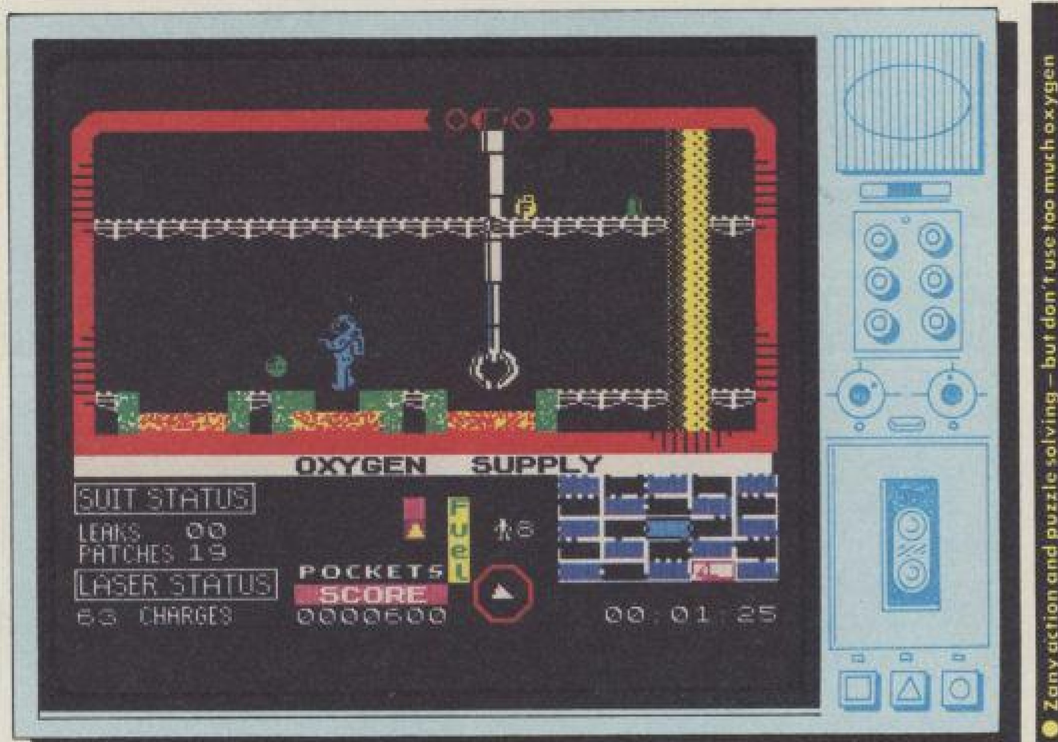
On a planet far beyond the reaches of even British Airways, trapped in a robot factory of no less than 240 rooms, stands a noble space-suited gent intent on making his way to the dreaded Control Room and defeating the aliens who have taken it over.

You control this courageous animated figure and must guide him through the different rooms, while blasting the obstacles therein, solving puzzles, dodging other sprites, and trying not to use up too much oxygen.

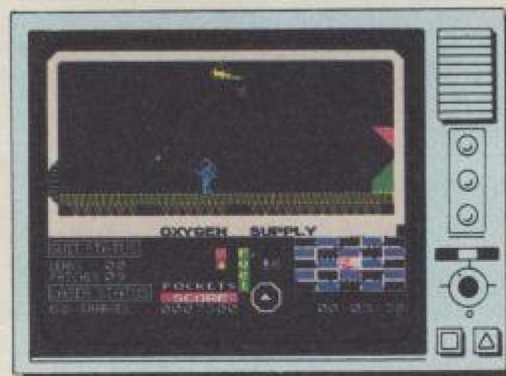
The main playing area shows the room you're in, complete with grabbing mechanical jaws, spinning fragments of industrial waste, conveyor belts, computers, or whatever.

Bottom right of the display is a map of the surrounding rooms showing their entrances and exits, together with a 'compass' that gives you some idea of the direction in which you must travel to reach the Control Room.

Bumping into other sprites punctures your space suit, resulting in one or more leaks which you can mend (automatically) with your limited supply of patches. Once you run out of patches your suit begins to lose oxygen rapidly and unless you can either find more patches or visit the hard-to-locate repair room you're headed for the galactic graveyard.



Zany action and puzzle solving – but don't use too much oxygen



This robot factory has 240 rooms!

One of the characters you meet is a robot who offers to mend your suit – only you need to pay him some money, which you have to try to pick up in another screen.

A status panel tells you how many laser charges you have left, your fuel status if you've succeeded in finding and mounting your space-bike, and an inventory of the objects you've collected.

There aren't many objects to pick up – about fifteen by my count – but every one is important and they're scattered far and wide. You won't finish this game in a hurry even when you know where everything is.

Strangeloop is a really great game to play. Even though there's no joystick option, you can define your own keys, and although the action isn't blindingly fast it is smooth and easily controllable.

My only quibble is that quite a few of the rooms are featureless save for the inevitable industrial waste. Still, that's what your fire button's for, isn't it?

If this is a representative example of Virgin's 'new generation of games' then I'm converted For once the Mega Hyper of the software industry has something really worth shouting about

Steve Cooke

PANEL POINTS

This game is a big step for Virgin and, unlike most of their previous stuff, is an excellent game, full of detail and thought.

Throughout, graphics are superlative and sound is well implemented. Control is fairly good, but it's a pity there's no joystick option (there are too many control keys to make this possible).

But this is one program I shall be playing for a long time. **Rob Patrick**

According to Virgin, even if you know exactly how to solve this game, it still takes several HOURS of crossing and re-crossing this robot factory before you can complete it – it's that complex.

Simply exploring the factory is fairly easy, the problem is finding useful objects and trying to decide what order to use them in and how . There aren't that many puzzles to solve, but some are very satisfying. I suspect some people will find the thing too daunting, but even on a shoot-'em-up level it's pretty entertaining.

Overall I rate this as one of the best arcade-adventures in the current flood of these releases. Virgin, congratulations.

Chris Anderson

Virgin have really got their act together with this game and look to have a real best seller on their hands.

The arcade-adventure is the mode of the moment and this is one of the best yet with many novel touches like your leaky spacesuit, the jet bike and the machinery and nasties you find around the rooms.

The thinking element is not neglected either and finding your way through the puzzles and tasks is more than a match for any *Jet Set Willy* or *Sabre Wulf* fans.

Bob Wade

PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆



GRAPHICS	8
SOUND	7
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6

GAME: ASTRO CHASE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: STATESOFT, £8.95 CASS, £10.95 DISK

Saving the earth is one of my favourite spare time hobbies, particularly when there's a smooth-scrolling solar system in which to do it.

The Megardians are trying to exact a fearsome revenge on Earth for a centuries old defeat. They have set an attack fleet of fighters and mega-mines upon the planet to destroy it. The mines home in slowly but surely and one impact will destroy us. Meanwhile, fighters try to distract your lone craft from its mission to blow up the mines.

Each of the 34 levels or chases has 16 mega-mines and numerous fighters of different capabilities. Your craft is equipped with a laser cannon and shields to protect itself.

You are trapped in a force field round the planet and collisions with this or with any of the planets, stars and moons inside it, will deplete your ship's 1000 energy units. Firing your laser or putting up your shields at one of the yellow depots will also reduce your power.

The mines close in from outside the force field and are small and difficult to shoot. However, independent fire and movement mean that you can blast away



GRAPHICS	7
SOUND	5
ORIGINALITY	1
LASTING INTEREST	8
OVERALL	8

GAME: GUARDIAN
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

Looking at the screen shot, all you hardened games addicts will realise that *Defender*-time is here again. Yes, Alligata have improved their range of software considerably in past months, and with *Guardian* that trend continues. It's a straight arcade copy, but succeeds where many conversions fail, as speed and addiction are still evident.

The basic idea of *Defender* is to patrol a planet surface inhabited by humanoids (one-legged by the way!) who are under attack from jellyfish-like Landers and numerous other alien growths. If the Landers abduct a humanoid, it is your job to stop them reaching the top of the screen.

If one does, it then turns into a fast, vicious Mutant which is intent on destroying one of your three lives. Fortunately your ship can fire lasers, move bi-directionally using full screen scrolling, warp, AND use three devastating smart bombs. Phew!

The graphics are almost exactly the same as the arcade machines' but with a dash of colour added here and there. Above all, the movement is smooth and fast: just watch those Mutants go! However, although all this is very laud-

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Deflecting the sphere past the guardian

GAME: STORM WARRIOR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: FRONT RUNNER, £7.95

GRAPHICS	8
SOUND	6
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	8



Single combat with the barbarian



Deadly scorpions and barbarian guard

Storm of death

Step forward those brave in heart and



in different directions to that of your ship. Control is hard since you continue in your direction of thrust but you get used to it.

The enemy ships come in many different forms depending on the chase you are on. They either try to ram you or blast you down and some have the ability to pass through planets or travel at twice the normal speed.

The opening sequence and the game, are in brilliant detail and it's a joy to move about the scrolling space landscape. But the spaceships are a little crude.

Concentration is essential and the action gets hectic enough on the higher chases for anyone. **Bob Wade**

PANEL POINTS

Hmm, not quite sure about this one. The opening screen is great. It's a pity the actual game isn't. There's a tune but it's short, monotonous and annoying after a while. Sound as you play includes the usual zaps and explosions.

The game is a scrolling shoot-the-aliens in a very different guise but it loses its initial appeal rapidly. The explosions are pretty ordinary and the graphics are a bit primitive **Simon Chapman**

Firstly, some advice: don't try to read the instruction manual – it's long-winded and repetitive. Instead, just turbo load and treat yourself to some stunning interplanetary graphics.

However, the control of the saucer is not outstanding, as the craft never stops moving, necessitating a lot of joystick toggling. There is a sufficient number of different levels to keep the avid gamer happy, but there are no fundamental changes to gameplay at all. **Richard Patey**

That this was apparently game-of-the-month in several American magazines is hard to believe. **Fraser Marshall**

able, the micro is capable of more.

The sound is the perfect match for the graphics, and conjures up the 'arcade feeling' during the game. It also adds rather than detracts from the zap, even if it is a little scant at times.

All in all, *Guardian* is extremely addictive and a necessary buy for anyone trying to assemble a decent arcade copy library.

At least there is a *Defender* on the '64 that really challenges BBC Planetoids. By the way, you'll need a joystick. It's no fun untangling your fingers after a game using 7 keys!

Richard Patey

PANEL POINTS

All those happy memories of mutants mutilated, pods pounded, and landers liquidated will flood back to devotees of *Defender* at the first press of the fire button. The graphics are unadventurous, the sound limited but the feeling of pure joy experienced after destroying an enemy attack is incredible.

The ultimate in shoot-'em-ups has at last arrived on the '64. You'll still be playing after your millionth ship has been vaporized. **Fraser Marshall**

Must be one of the best space games for the '64. It has excellent graphics (except for the humanoids which look like matchsticks), and is extemely fast. In fact it's a little too fast to begin with.

It's a great family game too, since apart from your joystick controls there are also smart bombs and hyperspace keys. So with Dad to control the smart bombs, Mum on the hyperspace key, and with you controlling the movement there shouldn't be a problem getting a high score! **Steven Filbey**

Guardian is THE *Defender* for the '64. I never completed many screens but I was constantly giving it 'just one more game'. **Simon Chapman**

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•

mind to take on a crusade against evil, oppression and the forces of darkness.

Your quest is to destroy the sacred skull, but in your path lie many challenges of skill and strength. There are six stages to this graphic adventure and all of them present varying threats to the budding storm warrior.

The first task is to deflect an energy sphere past a guardian, using your flashing light lance. The sphere glows white when struck and has to reach the light barriers above the leaping guardian for you to progress to the next stage. The guardian can shoot energy bolts when the sphere touches the floor and will kill you if you are in contact with it.

Moving up the light curtain that appears will take you to the Bridge of Eternity where you must fight a barbarian. These are very difficult to kill and must be struck under the arm when they raise their lance to strike.

In this stage and the next two you cannot die but the loss of a life will return your score to zero and leave you with only one life. The light carpet obtained on the bridge takes you the Island of Doom through flocks of storm birds who try to carry you off.

Striking downwards kills the birds but being carried away three times loses a life. Once on the island you descend the Shaft of Darkness where bats, demons and boulders try to slow you down and costs you lives.

The next stage is the most testing with a multi screen cavern to get through in which scorpions, barbarians and energy clouds bar your way in a platform game scenario. If you can survive this you have the hardest task to face.

In a weightless arena you have to use your lance to bounce yourself off the walls to strike at the skull in the centre of the screen. It will defend itself...

There is lots of original thought in this game and the ability to progress through many stages even though you may be losing lives means it is playable as well as challenging. **Bob Wade**

PANEL POINTS

We have here – amazingly – a new concept, and I'm all for original games. *Storm Warrior* does indeed occur in a storm and the realistic forks of lightning and rumbles of thunder really add atmosphere to the game.

The figure and opposing nasties are all well animated and when you finally lose all your lives the green skull really jumps out at you from the TV.

The music on the game can become monotonous, but the sound of your swords clashing as you fight for your life while storm rages around you, is great.

Playability is a very important factor and this game, once mastered, can be fun. However, some people could get frustrated during swordplay as this part of the game is particularly difficult. **Samantha Hemens**

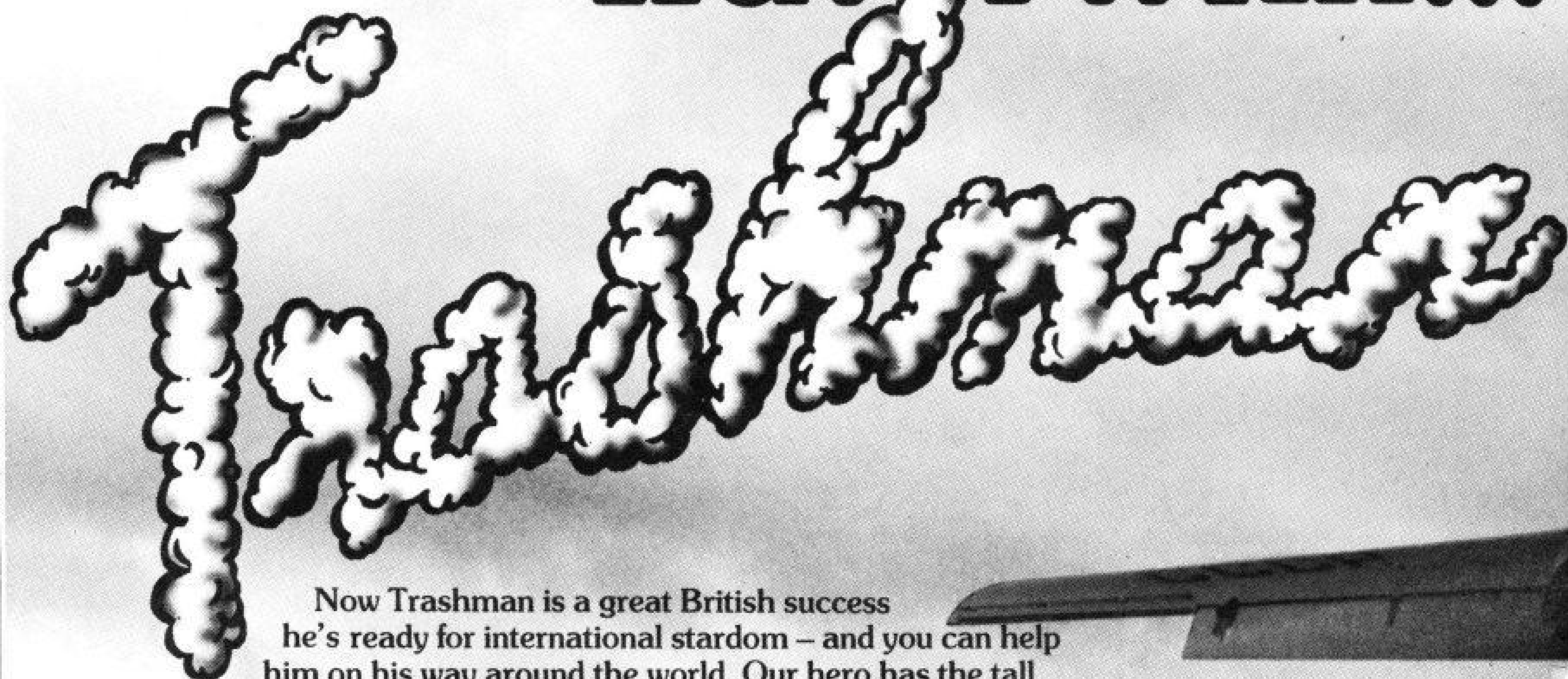
This one has a really different feel to it. Having to use a sword means the gameplay is very unusual – a refreshing change from hammering fire buttons, although there's no shortage of fast action.

There aren't as many different screens as some recent releases, but the ones there are are all very different. I don't think anyone will get bored with this one quickly. **Chris Anderson**

Swordplay is the thing to get the hang of in this game, otherwise you will be hacked into a crumpled heap under a rain of hefty blows.

The different stages provide real variety as you progress through the game. Once you have got the hang of killing your duelling opponent it is possible to see most of the game and then develop your skills. **Steve Cooke**

Travel with...



Now Trashman is a great British success he's ready for international stardom – and you can help him on his way around the world. Our hero has the tall order task of cleaning up every major litter spot around the globe. Scooping up flowers thrown into the bull ring by matador fans in Spain, collecting the tissues of the faithful as they sob by Jerusalem's Wailing Wall, picking up coconuts from a palm beach in Samoa and collecting the empties at the German beer festival (Trashman still likes his tipple!) are just some of the challenges that make up Trashman's task.

Of course, your skill can help our hilarious hero to complete the necessary litter collection at every location, so he can earn the money to fly on to the next country in his round the world quest. And as he visits every continent on Earth in search of rubbish you can share every fun filled, thrill packed second with him.

Travel with Trashman has one or two player scoring, Hall of Fame and is compatible with Kempston, Sinclair Interface 2, Protek or equivalent joysticks. Available for the 48K Spectrum today from most good computer stores for just **£5.95.**

TRAVEL WITH TRASHMAN. AUTHOR – MALCOLM EVANS

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GAME: HAVOC
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: DYNAVISION, £9.95

Dynavision is a new company and also the name of a new programming technique. The two come together in *Havoc*, a quite remarkable jet fighter game.

Zaxxon is the first word which passed everybody's lips when they saw this game, but such a sweeping statement is unfair and for the most part untrue.

Your mission is to fly through numerous sectors trying to shoot down the cruise missiles that are launched at you. If ten missiles get past then your homeland is destroyed. Other hazards are the bombs that fall from the top of the screen and the aerial mines that appear if you hit enough missiles.

Destroying missiles is tricky since you scarcely see them coming. Luckily, there's a rumble of noise to put you on your guard, ready to swoop to attack the oncoming cruise. The more accurate you are with your fire the more bombs, missiles and mines appear. Thus the game adapts itself to the skill of the player automatically.

There is no height gauge so altitude and positon have to be determined by the shadows of objects. This is an acquired skill but works well once you are used to it.

Each time a cruise gets past you it results in temporary loss of control. Each bomb dropped, heralded by their looming shadows, throws you off course. Collisions with missiles or bombs cause you to gradually lose more and more control but hitting a wall is immediately fatal.

The various sectors are the most impressive part of the game with Dynavision providing fantastically smooth scrolling pillars and walls. You can actually fly behind these in brilliant perspective.

The excellent graphics are hopefully a sign of things to come and the first person to finish *Havoc* deserves more than just a medal. **Bob Wade**

GAME: FLIP AND FLOP
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: STATESOFT, £8.95

In this highly entertaining game that started life on the Atari micros in America, you control Flip the kangaroo and Mitch the monkey as they try to escape from the evil clutches of a zoo keeper and his net. Flip and Mitch are desperate to leave the zoo and meet their circus friends once again.

The zoo is a garishly coloured multi-level grid, complete with ladders, 'sticky squares', and non-coloured squares which the two animals have to step on in true Q*Bert style. On the odd numbered levels of play, you control Flip, the beautifully drawn kangaroo; on the even numbered ones Mitch is the central character. There is a twist though, literally, as the grids are flipped upside-down for Mitch, and he tackles it in true swinging fashion. Eat your heart out, Tarzan!

When all the blank squares have been 'flipped', action progresses to the next level. Despite this relative simplicity, addictive qualities are undeniably present. However, if you leave the grid or touch the zoo keeper or the net, that is it! One of your five or more lives disappears.

The grids are always larger than the screen and so omni-directional scrolling is needed every now and then, but it's smooth.

Any of the first 13 of the 36 reflex-testing levels can be selected at the start – useful for practice. And as a small bonus, after every fifth level a ladder appears which Flip uses to climb down from the zoo and meet his circus friends: a fun intermission that gives the player a chance to rest and sit back for a little while.

The idea draws on many classic games but *Flip and Flop* is designed so that it is truly original. This game is certainly not a flop. **Richard Patey**

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆P

Carry on shopping!

Shopping is fun. If you don't believe me then try this game – it's Tesco's and *Jet Set Willy* rolled into one.

As Wallie you have to trundle round a supermarket and collect 40 items which have to be taken to the cash desk and checked out. The problem is that you can only carry five things at a time and getting to and from the cash desk is less than easy.

The supermarket has many levels and in the best traditions of platform games has lots of obstacles to overcome. There are no individual rooms, it is just one big maze of platforms to be explored – the screen reveals only a small part of the maze; as you move, the picture scrolls, revealing a new section.

You start at the bottom left of the store and the cash desk is at the bottom right. You are blocked in at the start and have to flick a switch to make a wall disappear. This trick is also needed at a later, more testing stage, to open another barrier.

Having escaped you need to try and locate the cash desk which is difficult to get to but will have to be visited at least eight times.

Along the route many dangers lie in wait for Wallie, who looks like an orange on legs and jumps further than Carl Lewis.

White barriers will move up and down while green ones flash on and off – both are fatal if touched. Monsters prowl around in some sections, but fortunately they follow simple set patterns and are easily avoided.

You cannot even trust the floors since they are sometimes coated in a deadly green fungus, which also grows on the ceilings. Moving walkways and conveyor belts move you about the place and floors can disappear or appear

PANEL POINTS

Astounding! Incredible! Unbelievable! What more can I say? Turn up the volume and tantalise your eardrums with the most melodic tones ever squeezed out of the SID. Wallie, the pumpkin-like star of *Wheelin' Wallie* returns in a new, incredibly demanding role, in what for me is one of the best releases for the '64 this year.

It's not a game, it's a mind-blowing experience! The graphics designer, 'Claire', must be given a special mention for the sheer variety in the various nasties and objects which Wallie has to collect.

Fraser Marshall

The best thing about this game was the music. Brilliant – I could have sat and just listened to it all day.

Not that the game itself isn't hugely enjoyable. With its slides and ladders Wallie has a real job on his hands. There are also some nasties to contend with – perhaps they're other shoppers. I'm not sure that I'd like to meet them when getting my groceries.

Samantha Hemens

Another 'Wallie' game from Interceptor. This one is very similar to Alligata's *Son of Blagger*, an eight-way scrolling *Manic Miner*, except this one is, I think, much easier. There are very few baddies and my primary problem was timing my leaps.

Graphics are pretty ordinary in the sense of detail, but scrolling is smooth.

Death returns you to the start – annoying, but the music pushes you on to search yet deeper and further.

Simon Chapman



MODORE 64 • COMMODORE 64

PANEL POINTS

I loved the graphics on this one, but wasn't so sure about the playability. The plane is not that easy to handle and seems very slow in responding to joystick movements.

One great idea is the gauge of your skill at the game – the better you get, the harder it gets. However, if you make a few lucky hits on the missiles, watch out!

Your plane makes a sort of whooshing noise which is replaced by a weak 'blip' whenever you fire. Another criticism is that it's only possible to see whether you are on course for a gap in a wall by your shadow.

I'd only recommend this game to someone with a lot of perseverance and a knack for games such as *Zaxxon* and *Fortress.*

Samantha Hemens

Havoc has some of the finest graphics seen to date for the '64 and terrific gameplay.

Do yourself a favour – buy this game. You'll need a good joystick too (one that handles diagonals well) – then have a dedicated blitz until you are hooked. Believe me it won't be long.

Tony Takoushi



GRAPHICS	9
SOUND	5
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	8

PANEL POINTS

All this bouncing and swinging is enough to make you ill – particularly when you suddenly have to change your perspective from right way up to upside down.

I really liked the game and think it's a step up from *Q*Bert.* Control is a little difficult to get used to but the game is easy enough early on for you to perfect your technique.

The animation is not very good but Flip and Mitch are very cute. A decent joystick is essential so that you can get a hang of the movement, or you will be falling through space much to often. **Bob Wade**

The striking things about this game are its 3D perspective – and originality, slightly *Q*Bert*-ish perhaps, but with a refreshing new twist.

The graphics were excellent, especially the jumping of Flip the kangaroo. A nice touch was the interlude scene of the big top complete with the big wheel in the background.

Flip and Mitch are so realistically depicted you can almost smell them. But trying to control these characters takes a fair bit of practice.

I found it lacking in playability.

Fraser Marshall



GRAPHICS	8
SOUND	7
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•



● Would you shop in a place like this?



● Monsters and deadly fungus are just some of the hazards

beneath your feet.

It's not all bad news though since purple slides and ladders help you move around and the conveyor belts can aid as well as hinder your progress.

The music on the game is excellent and though it has some of the same tunes as *Loco* it adds some of its own, all from Jean Michel-Jarre. You are guaranteed to get wrapped up in both the tunes and the game.

Admittedly it's another platform game but it's a good'un and plenty big enough and tough enough to keep you spending the housekeeping.

Bob Wade

GAME: TROLLIE WALLIE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00

GRAPHICS	8
SOUND	10
ORIGINALITY	4
LASTING INTEREST	9
OVERALL	8

ER
48K

UP
48K



GRAPHICS	8
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	7

GAME: DALEY THOMPSON'S DECATHLON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN, £7.90

On your marks, get set, GO! Daley Thompson, Olympic gold medallist and Lucozade drinker, leaves the blocks, the reassuring thud of his spikes pounding the track. But this isn't the Olympic Games – it's the new sports simulation from Ocean, probably their best game to date.

Once the game has loaded – using a suberbly colourful and musical turbo-loading sequence – blue shorts and white running vest, waiting anxiously for the 10 muscle-straining events to begin. All 4 track events involve mercilessly rattling the joystick from left to right to increase Daley's speed.

In the track events Daley runs against an opponent. Is it Jurgen Hingsen? Well, even if it isn't, Daley is given a very tough run for those medal-winning points.

The field events require you to press the fire button at the optimum moment. For example, in the discus, javelin, long jump and shotput, you must do so when Daley is as close to 45 degrees from the ground as possible.

The pole vault and high jump are similar in many respects, both events



GRAPHICS	4
SOUND	3
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	6

GAME: MYSTIC MANSION
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: U.S. GOLD, £9.90

Mystic Mansion loads in an amazing 1½ minutes. This is quite a feat considering it consists of 10 levels of 6 rooms each!

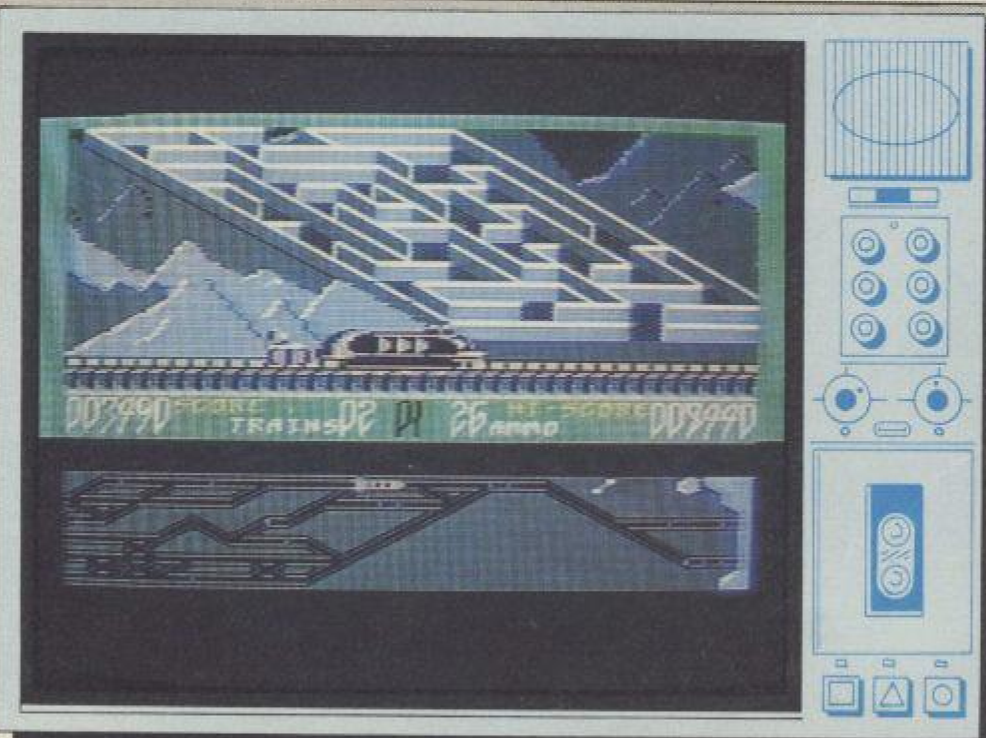
You take the part of Whitecap the ghost. You must visit all the rooms in the mansion in search of treasure, avoiding the other mysterious creatures who live there. This sounds a bit like a *Manic Miner* type game, but actually it is an arcade adventure.

In each room there is a problem to solve. Whitecap can change into a gun, magnet, hammer, shovel, key, torch and two mystery objects. You must work out which object to turn into and how to use it to get the treasure. Since every one of the sixty rooms has a different problem to be solved it is quite entertaining at first.

The arcade side of the game, however, is less of a challenge. In fact it is extremely easy to master. So, once you have solved a problem for a room, it doesn't offer much more interest.

It is possible to go up a level without solving a problem, but you'll find that your score is zeroed.

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆



• The Suicide Express zooms through a futuristic landscape





GAME: SUICIDE EXPRESS
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: GREMLIN, £7.95

GRAPHICS	10
SOUND	9
ORIGINALITY	3
LASTING INTEREST	8
OVERALL	9

Sci-fi supertrain

New games by Tony Crowther are becoming major events, and *Suicide Express* is no exception. The story behind



MODORE 64 • COMMODORE 64

needing several presses of the fire button at key moments. In the field events, timing and speed are crucial and mastery of both are vital for success.

To add atmosphere, there are various ad hoardings alongside the track with genuine adverts on them. Above the track and field sit the crowd, who applaud madly whenever Daley does well. However this is about the only sound except for the sporty tune played in the loading sequence.

If you buy this game you'll want to enter Daley in competition after competition. It's not quite as good as Activision's *Decathlon*, but it's £2 cheaper.

Fraser Marshall

PANEL POINTS

It's almost an exact copy of the arcade original, except instead of hitting two keys you must waggle your joystick, and probably cause it terrible damage, not to mention what it does to your hands!

One of the most annoying things is the ease of breaking the world record for the shot-put. However bad your throw is it almost always is a world record! The opposite occurs with the javelin, where it is almost impossible to qualify.

The graphics are very good, and the music entertaining. This is a very addictive game.

Steven Filby

On the whole I preferred the field events, the pole vault especially. The 100 metre and 110 metre hurdles were okay, but let's face it, waggling a joystick for 400 metres is simply boring, and as for the 1500!

The figures are well animated, though a little small, and I thought the advertisement boards were a nice touch. The fanfare and introductory jingles added realism, but other than that, I was unimpressed by the sound.

Overall I got the impression of a good program spoilt by lack of attention to detail.

Jeremy Fisher

The graphics are simple. You just have an over-view of each room, but it is adequate for the game.

Whitecap moves rather slowly but with eerie animation on his ghostly presence as he drifts about the screen wagging his whiter than white tail.

His slow movement can become annoying though if you have to start every time on the easier screens.

The adventure side of the game is very good. I am stuck in the 'You have to work on this one' room. Well I did, for 3 hours, and I would be grateful if some one could let me know how it's done!

Steven Filby

PANEL POINTS

Simple graphics, limited sound but great fun due to the variations and the number of rooms.

Mystic Mansion combines some good features from arcade and adventure games producing an enjoyable game for all ages, but for £10?

It's not up to the high standard of games such as *Beach Head*, also distributed by US Gold. But with 60 rooms, 3 difficulty levels, 40 treasures to collect and the wonderful gift of transmutation you'll play it over and over.

Fraser Marshall

Reading the cassette inlay led me to expect a new *Atic Atac*, but I was not in luck. The graphics were very dull and uninteresting while control of Witey was dead slow (sorry!). I cannot recommend this one.

Richard Patey

I found Mystic Mansion great fun to play. The graphics could have been improved, but on the plus side the rooms are drawn very quickly.

My main reservation is that after most of the puzzles have been mastered the game may lose its challenge.

Jeremy Fisher

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it is interesting.

Crowther used to work for Alligata and earlier this year he sold them *Loco*, our July game-of-the-month. Then, after a disagreement, he switched to a new company Gremlin Graphics.

So, since he receives no royalties for *Loco*, he's created a new version for Gremlin – same basic idea, but altered enough to give the game a completely different look and feel. Instead of a steam-powered engine chugging through stations, you have a gleaming ultra-modern super-train zooming through a spectacular futuristic landscape.

As in *Loco*, the top half of the screen shows a large side-on view of the train while the bottom is devoted to a scrolling map of the tracks. This shows where you can collect ammunition, warns you of trains heading your way, and of fighter planes and hovercraft trying to stop you from getting away.

The reason they're determined not to let you escape, is that you happen to be a criminal on the run. These threatening craft will appear on the top half of your screen whenever they get close enough to be dangerous – which is pretty often.

As always on Tony's games, there's superb music, this time lifted from Sky. It accompanies you along the track while you listen out for the bleep, bleep, bleep which means you've got too much ammo and are about to explode.

If you don't manage to off-load some of it your express comes to a violent end. The faster you travel, the more likely you are to collide with an oncoming train. However, if you travel slowly it is just as likely to be suicidal, because you get hit from behind.

Sound and graphics throughout are brilliant and it even has speech at the beginning and end of every game. Your score is zero, zero, one, five, nine, six, zero intones a throaty voice.

So, if you like travelling by train, buy a ticket for the Suicide Express!

Samantha Hemens

PANEL POINTS

Loco was an amazing experience, but some people found it lost its interest after a few hours' play. *Suicide Express*, while based on the same idea, looks completely different and rattles through at about four times the speed. Frankly, it's stunning.

The fast-scrolling background scenery, despite having only two colours, took my breath away. Quite magnificent, and there's about 14 screens of it before it recycles. The hyper-modern trains, aircraft and saucers also look superb.

Most important of all, the game FEELS fantastic. As you'd expect from Crowther, it's ultra-smooth, but the extra speed, and the fact that you can slow down or accelerate your engine give it greater playability and addictiveness than its predecessor.

Chris Anderson

A hushed and awed silence fell over the office as the smoothest graphics I've seen zipped across the top half of the Commodore's display.

The game is more playable than *Loco* and has a different but equally impressive musical accompaniment. After seeing this game kids from 1 to 100 are going to want to be train drivers again.

Bob Wade

Suicide Express leaves *Loco* standing. The real difference, for me, was in being able to vary your speed, giving Gremlin's game a real tactical edge over its predecessor. I suspect, however, that most people won't bother about varying their speed – they'll just go hell for leather, because the action gets blindingly fast. Yessir, I'll ride all day on this one.

Steve Cooke

THE GREAT SPACE



RACE

MOVI SOFT 2

GAME: BOMBER MISSION
MACHINE: VIC 20 + 16K
CONTROL: JOYSTICK, KEYS
FROM: COMMODORE, £4.99

'Tally-Ho chaps! Bandits at three o'clock, bombs away!'. Well – perhaps not, and anyway, a handlebar moustache would only get tangled up in the joystick cable.

The idea in *Bomber Mission* is to take off in your fighter-bomber, fly to a pre-selected enemy location and wreak havoc and destruction by dropping your pre-selected payload on them. Be warned though, this isn't a flight simulator. There's no runway display.

First you must choose a target and the appropriate weapon to destroy it from a list. At this point, you are shown the performance margins of your aircraft, offered a tour of the cockpit, and told how much time you have to take off before you are attacked. On some occasions though, this time was much too short and I prematurely bit the dust.

Anyway, if you manage to reach 120 knots and get airborne it's a matter of staying on the correct heading, which isn't easy.

Just as you're getting confident, you are 'attacked' by enemy fighters (inverted letter T's). You can aim at them, just wait for them to cross your gun sights. Beware though, the T's can shoot back. Suffer too many hits and you can start reaching for your ripcord!

Assuming you manage to bomb your target and land back at base (which just involves reaching zero altitude with your undercarriage down) you are debriefed and praised or otherwise on the success of your mission.

There weren't many graphics at all, just the rudimentary cockpit made up from standard Vic characters. The rest of the game, except the enemy fighters, was purely textual readouts.

The sound wasn't bad. The hum of the engine was realistic, as was the firing of the guns. The explosions, though, weren't much better than the one in the Vic manual. Some may enjoy it, but I thought it a bit tedious. **Jeremy Fisher**

GAME: RAPIER PUNCH
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: COMMODORE, £4.99

Many games nowadays don't live up to their well-written instructions and this one is certainly a case in point.

You are the 'brave knight' (yawn) standing in the centre of a darkened room. Your objective is to collect the treasure chest which is placed in a random location.

As you move around the room, areas mystically light up and reveal their contents. These come in the form of spinning crosses, barriers (these resemble old fashioned washboards), dragons (which resemble animated letter Cs) and dragons' eggs. The latter walk around bumping off any brave knights who happen to hovver (your character has no moving parts) in their path.

You are armed against these with 25 daggers and a rapier. The daggers are thrown or fired in the direction your character is facing, but you have to be careful not to hit an egg with one of these otherwise it turns into a fully grown so-called dragon and starts shooting bullets at you.

You can also run the bounders through with your rapier when a tone sounds. This mind-numbingly repetitive tone was the cause of much annoyance in my family.

Should you manage to collect the treasure you are rewarded with another room. There are 100 in all which sounds great; unfortunately they all look the same.

When you lose one of your three lives the areas of the room you have visited flash and a tombstone appears with a sound like that of a door being locked. It's a great pity that this is the only decent bit of the whole game. It had the same lasting interest as a game of noughts and crosses on a ZX81.

Come on Commodore, you can do better than this. **Simon Rogers**

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Shamus stuns the Shadow

Now, here's a good game. Shamus, the hard-boiled private eye, is exploring the lair of a deadly demon. Unfortunately 'The Shadow' as it is called, supposedly of menacing demeanor, looks rather like an anaemic frog. However, this doesn't make meeting it any the less fatal, and since it can't be killed, only stunned, it's best to run fast when the Shadow appears.

The accuracy of the nasties under its command is somewhat disturbing and often has terminal results. They appear in large numbers in all of the lair's 32 locations with their bullets coming fast and furious.

To defend yourself you are armed with what are called 'ion-shivs'. These will kill any living life form in the galaxy, except those wearing tri-gamma body armour. (Of course this is what the Shadow wears.) However, you can only fire three shivs at a time, which can leave you in a tricky situation.

There are several things to collect. Keys, which are needed to open parts of the lair and bottles of potion, which give you an extra life. The keys are colour coded, so before you can proceed you must find a keyhole of the same colour.

Graphically the game is superb – the way poor old Shamus dies is quite tear jerking. Animation of the other characters is just as good, and you'll soon be sitting there stuck to the screen trying to beat the Shadow at his own game.

It's wise to have the sound on your TV well turned up as then you will hear the eerie noise that heralds the approach of your adversary. The other sounds can be rather irritating since the zap of your ion-shiv has to come very frequently.

This game combines adventure with a

PANEL POINTS

I really liked this one. There's a zap for the arcade freaks, combined with the need for some strategic thought for the less violent types.

The grahics were simple and single colour but very effective. In fact, I think that single colour graphics often look better than multi-colour ones due to the Vic's unusually large pixels. I liked the 'rolling' effect of the maze walls in particular.

The only gripe I had with the colour was the colour coding of the keys. As I normally use a monochrome TV, I found myself having to kidnap the family colour job!

I found that the exploratory aspect of *Shamus* made for a very compulsive game and I enjoyed every minute of it. Oh – and the tape version loads in 30 seconds flat! **Jeremy Fisher**

Another Vic 20 game to be proud of. There's plenty of blasting action as the assorted robots swarm to be annihilated and return their own murderous fire.

Searching for the objects becomes of minor importance as you hammer away at the constant hordes of willing victims. But the game's good as a graphics adventure as well, with lots of rooms to explore and objects to find. The characters are a bit rough but nicely animated. **Bob Wade**

Shamus is a game of quality from the people who brought you *Pharaoh's Curse*. Graphics and sound enhance the game well to make it very enjoyable. One of the best Vic games, I can't think of any real way to fault it. I'm beginning to like this company! **Simon Chapman**



VIC 20 • VIC 20 • VIC 20 • VIC 20

PANEL POINTS

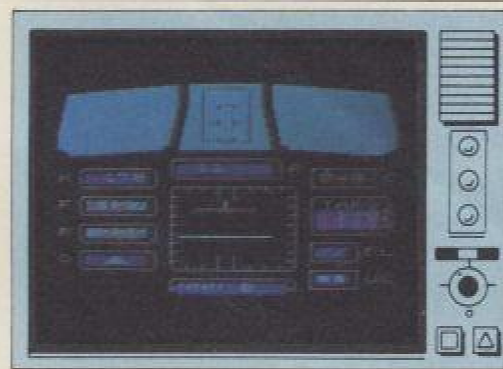
Nice idea this, pity it isn't quite carried off. I found the instructions were quite complicated and in some cases a bit misleading. For instance, they do not mention that to take off you have to keep bashing the 'f5' key to build up enough speed. Another complaint is that you don't SEE the target (this is something else that isn't mentioned). I'm not asking for an ordinance survey map, just for something that requires more skill than just pressing a button and hoping for the best.

Yet another bad point is that the seemingly random time limit for taking off is sometimes far too short. Probably the best feature is the sound which is good but not intrusive.

Simon Rogers

This is a much more exciting flight simulation than most – there's a good measure of annihilation to keep your interest. But the only graphics are the cockpit window and the occasional passing enemy fighter. Sound is a little obtrusive and noisy. And instructions and controls are too simple. I've yet to discover the difference between the different weapons offered.

Simon Chapman



GRAPHICS	4
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

PANEL POINTS

The tone which keeps sounding to indicate you can kill with your rapier nearly drove me insane. But on the whole this is an entertaining game, and makes a pleasant change from the almost endless supply of space games for the Vic.

The graphics aren't brilliant, but fortunately the instructions tell you what each symbol is supposed to represent.

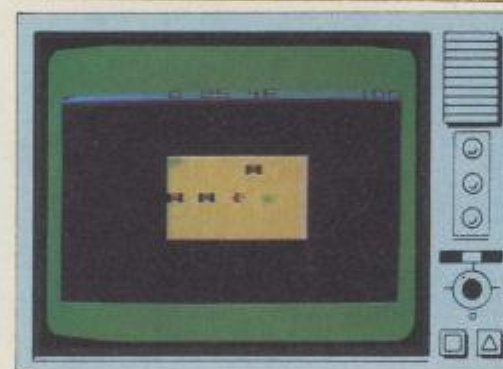
Steven Filby

This is an unexpanded Vic game and it looks it. It is simple and really only for kids. It was too simple for my eight-year-old brother. The graphics are patchy at best; one-square-at-a-time animation type. Sound is unadvanced. Would have been much better with more than one room, better yet if it scrolled as you moved. No high score table! Fine a year ago, but nowadays people expect far more excitement.

Simon Chapman

It isn't bad for a 3.5K game, despite the odd sounding name. Although movement is jerky, the graphics themselves are quite good, especially the spinning of the crosses. Reasonable sound including a short 'tune'. But not a game which appeals to me. The lack of variety proves boring after a while.

Jeremy Fisher



GRAPHICS	4
SOUND	3
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	4

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•



● Adventure and shoot-'em-up



good deal of shoot-'em-up, and had me continuously sneaking back for another go. *Shamus* is one for the collection.

Samantha Hemens



● Shamus fights off the nasties guarding the Shadow's lair

GAME: SHAMUS
MACHINE: VIC 20 +16
CONTROL: JOYSTICK
FROM: HESWARE, £9.95

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	8

VIC 20 • VIC 20 • VIC 20 • VIC

GAME: WUNDA WALTER
MACHINE: VIC 20+ 16K
CONTROL: JOYSTICK
FROM: INTERCEPTOR MICROS, £6.00



GRAPHICS	8
SOUND	4
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

In this rather fun game from Interceptor, Walter (your lovable balloon) has the onerous task of saving his planet Plato from loads of nasty, furry Fuzz-balls. These, due to a freak mishap in time, are causing havoc everywhere – and that's not all!

On the first beautifully scrolling screen, you have to contend with not only stomping on the Fuzz-balls, but Grandma's false teeth, and they are fatal. So is landing on rough ground, hitting an erupting volcano or running into a tree – Walter being a balloon, bursts very easily.

The next screen is a scrolling frozen waste where the baddies are this time 'Manic-depressive mutants practising body popping', but, along with the rest of the graphics they're nicely defined and quite appealing. I especially loved little Walter's waggling feet and his huge grin when stomping on baddies.

The sound isn't brilliant – a rather coarse rendition of 'The Yellow Rose of Texas' is played at the beginning of each game, after which Walter makes a loud whooshing noise for both bouncing and floating. The Fuzz-balls hiss when stomped on and poor old Walter explodes with a bang on collision – thank goodness Grandma's teeth don't chatter!

On a better point, control of your balloon is easy. You just press the fire button on your joystick to float and let go of it to land, as well as moving left and right.

Unfortunately, it doesn't say this in the inlay. Oh well, I suppose you can't have everything.

There are four levels – each one a different landscape. Moving on to the next seems to depend on time rather than the amount of Fuzz-balls collected. When you do manage it however, 'Sooper!' comes up on the screen and Walter's off again. **Samantha Hemens**

PANEL POINTS

What a shock to see large-scale scrolling graphics on the Vic! OK, they flicker, but they're still very impressive. Loved them.

The continuously moving landscape is reminiscent of *Scramble* but in this game you can't shoot.

However, just dodging the teeth and other nasties is plenty difficult enough. Trying to stomp on some of the Fuzz-balls is nigh impossible.

The graphics more than compensated for the average sound and I found it addictive and enjoyable.

Chris Anderson

Funny old game this, obviously dredged up from the recesses of someone's imagination.

The scrolling and animation are some of the best I have seen on the Vic but the playability of the game was a slight drawback.

You seemed to be able to squash very few Fuzz-balls and control is not easy. The game is still enjoyable though and the volcanoes, trees and false teeth are enough to keep you busy. Don't let on but the Ed's been missing his set for a few days.

Bob Wade

GAME: GALAXIA
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: ROMIK, £5.99



GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6

Any self-respecting Vic owner will probably own a copy – sorry, original – of *Arcadia* by Imagine. This is very similar: a very fast vertical shoot up in which you control a spaceship.

The format could not be older or easier to understand. The title page insults you with phrases like 'human scum' to get you in the mood for the carnage and slaughter that follows. Sound is to the point – no tune at the beginning, straight into the Bang-Bang-Zap-Dead. Controls could not be simpler – left, right, up, down and the essential fire.

I have to compare it to *Arcadia* as you will too when you choose between the two. *Galaxia* has plenty of phases, including meteors that split up in being hit and ships that remain at the bottom of the screen to give a threat from below as well as above.

The aliens storm down the screen towards you – and IT IS FAST! The response is instant – the game really needs to be as fast as it is to prevent it from being too easy. Graphics however are not as good as *Arcadia*. Neither is sound. It simply has not got the detail of attention in either area. There's plenty of *Arcadia* copies left about after Imagine's collapse to beat rivals like this game.

One fault is the way that it is all too easy to blast away from one place on the screen. There is little skill involved, lots of luck. Nevertheless, it still retains an air of excitement.

Those of you who look for newer ideas won't buy it because it lacks originality. Those who do like it, won't buy it either because of *Arcadia*. You could say it is a very competent game with too much competition that is even better.

Simon Chapman

PANEL POINTS

You are going to need a fast hand and eye coordination to cope with these Galaxia, they come so darned fast they just become a blur on my contact lenses.

Not that it makes the game unplayable, it just means you have to cross your fingers and blast for the opening seconds of a wave. Then you have to do your best to keep up with the mercurial attackers.

I'm off to rest my eyes before they start revolving in their sockets. **Bob Wade**

Now *this* is what I call a shoot-'em-up. Well-created aliens fly at you from all directions with enough speed to get you wondering how they did it. A nice feature, I thought, was the countdown at the top of the screen. Despite the fact that it didn't improve my game it helps you to prepare for the next screen.

I don't usually enjoy shoot-'em-ups but I liked this one – it even had my Dad playing. **Simon Rogers**

A standard shoot-'em-up, though well written, packing good graphics and sound as well as quite a number of different aliens into the meagre 3.5K of an unexpanded Vic. **Jeremy Fisher**

Gremlin Graphics
buy these games at your peril!

Two new games to drive you as potty as Percy, as mad as Monty packing in as much excitement and nerve racking tension as anything you can buy. The first launch from a new company whose design team have already shown themselves to be masters of games planning, graphic and sound effects.

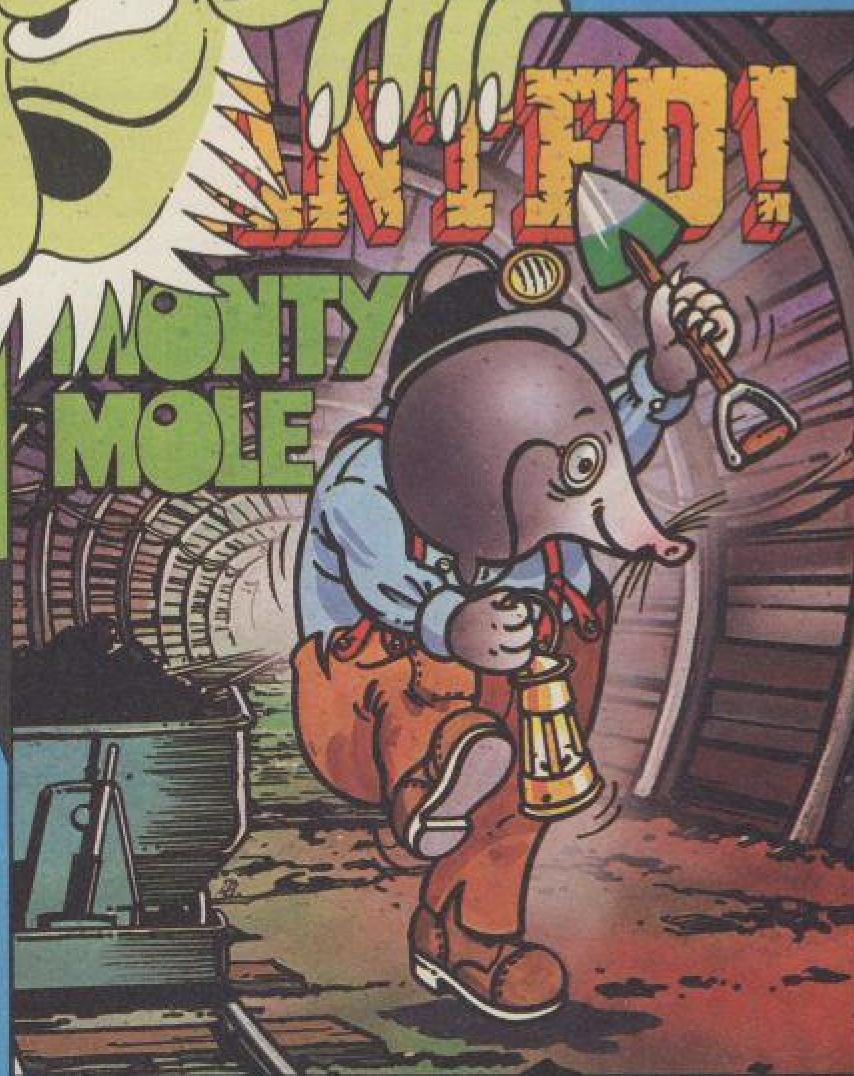
Tony Crowther

One of today's brightest and most successful games developers, author of such outstanding hits as Loco, Blagger and Son of Blagger. A "Crowther Classic" is not just a game but an enthralling opportunity to challenge one of the liveliest minds in modern games computing circles.

Peter Harrap

A sparkling new approach from a fresh face to Spectrum programming. His Monty Mole has created outstanding interest and received fine reviews from games "buffs", national press, radio and television.





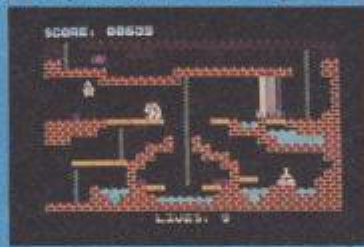
Percy the Potty Pigeon – Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cosy little home. Plunging to near certain destruction this crazy little bird has to pluck ten nest building twigs from the path of onrushing traffic, frantically avoiding the unwelcome attentions of a pigeon eating cat and starving ferret. Once off the tarmac the danger doesn't end as Percy carefully avoids the kamikaze planes, balloons and twig snatching sparrows before he can complete his nest and move to next level. But don't be totally disheartened our loveable little character has a few surprises of his own in the shape of revolting explosive eggs.

Wanted Monty Mole – Facing a long cold winter Monty Mole makes a daring, coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads into the darkness on his illicit escapade, soon to realise that the flu may have been a better choice. Alas there's no turning back. Onward to do battle with flying pickets, mammal eating fish, trundling coal crushers, roaming coal drills, filling his bucket dodging the disappearing floor.
With his bucket filled, Monty makes his escape only to surface in Arthur's castle with this most imposing of leaders barring his way seated on his graphite throne. Cleverly seizing his only chance of toppling the great man, Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays put up an almighty struggle with our valiant Mole.

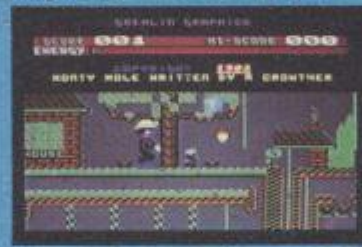
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GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

GAME: SPACE STATION ALPHA
MACHINE: BBC
CONTROL: KEYS
FROM: ICON SOFTWARE, £7.95

Now, stop me if you've heard this one before . . . Planet Earth is under attack . . What? You have?

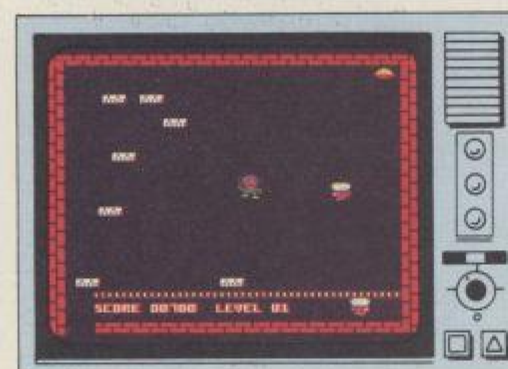
Yep, you've guessed it. This is YASEU (Yet Another Shoot-Em-Up). You are the commander of the last of Earth's orbitting space stations. For no apparent reason the Cylons have got it in for your beloved planet. Presumably because they have bad tempers they start attacking it with their missiles.

Your view of this exciting event is 3D, looking into space, with the earth and the moon in the top left hand corner. The Cylons move from the right of the screen to the left and then to the bottom right getting larger as they get nearer.

When they pass poor old Earth they fire a deadly lithium missile (in reality a blob). This missile explodes either as it hits earth or when the Cylon ship gets hit.

You control a phaser sight which moves in four directions using the keys. I found movement difficult to start off with and certainly if you can stand this game, a joystick option would have been a good idea.

That wouldn't have helped the fact that after every few shots the phaser overheated and cut out. I know that this



GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: UNCLE CLAUDE
MACHINE: BBC 'B'
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

Uncle Claude is out to fiddle the consumers and it's your job to stop him. The bearded figure, modelled fairly obviously on Sir Clive Sinclair, is an electronics tycoon and is planning to increase the prices of his various products by withholding stocks. I think this particular method of profit making is known as 'demand-pull inflation'. Whether it works in the computer market is debatable.

You, Micro Micky, the punters' friend, must stop this dastardly operation by shipping all of Claude's products out to the shops where the consumers can get at them. To do this you must move the goods on to a conveyor belt from where, presumably, they are shipped out to the local branch of Dixons.

Your task is made all the more difficult by Claude running around trying to kick you out of his warehouse. And, if he can't get you by fair means (knocking you over), he'll get you by foul – by throwing an 'Umstrad' at you. This strange device comes in two forms, one of which is black with blue keys and a diagonal row of coloured stripes in the bottom right hand corner. I can't think



GRAPHICS	9
SOUND	7
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: PARANOID PETE
MACHINE: BBC MODEL B
CONTROL: KEYS
FROM: UBIK, £7.95

You play the role of Paranoid Pete, the intrepid space farmer who has travelled to the planet Owwayondah in an effort to grow new crops and send them back to Earth in order to solve the world's chronic food shortage.

The game starts when Pete (who looks disturbingly similar to those characters on the Weetabix commercial) is beamed onto the planet surface by the USS Harvester. He has to plant the seeds dropped from the Harvester by digging holes in the right places and filling them.

However, the planet is infested with Mega-Wibblies, the greediest critters in the universe and Pete has to fend them off the plant and himself by banging them over the head with his trusty shovel. Once the plant has successfully grown, an arm extends from the Harvester to take it to the processing plant. Pete is beamed back aboard to ensure everything runs smoothly but those nasty Wibblies have managed to materialise in the ship and try their best to destroy the Ubik-wheat packs.

Once again, Pete must use his shovel to protect the cargo which will ultimately decide the future of civilisation as we



GRAPHICS	6
SOUND	4
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

GAME: ZORAKK THE CONQUEROR
MACHINE: BBC 'B'
CONTROL: KEYS
FROM: ICON, £7.95

In this game from new company Icon, you must assume the role of Zorakk. Your task is to search the lands of the continent of Ramagora (also known, on the other side of the sleeve notes, as Ramagold) and to find the mystical Crown of Ultimate Darkness.

This crown is in three sections, one in each of the continent's lands. Although the game is billed as a graphic adventure, it is really more of a strategy game with elements of fantasy wargaming.

The graphics are fairly good but occasionally suffer slight flicker and colour clash. Sound is used as an indication of various happenings within the game and, though useful, it is uninspiring.

The interest of the game is strange. Although the idea is simple – you wander around until you find gold, food or part of the crown – it has a strange compulsion which can keep you going back for one more go. As soon as you find the plague potion, or the map, or the Dragonsword you find yourself strangely addicted, wishing for the plague or the dragon to turn up.

The game has no real bugs, but it can



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was supposed to be part of the appeal of the game but I found it really annoying.

At the bottom of the screen there is a count down from ten thousand. This is supposed to represent the lifespan of Earth's shields. Whenever the Earth is hit this number decreases and when it reaches 1000 the Earth starts flashing. When it reaches nought the Earth explodes into 'hundreds of pieces.

This bit is quite good with meteors and fireballs flying off quite effectively. Definitely the most interesting part of the game. The problem is that it takes so long to get there.

If you've saved up to get a game for your Beeb then buy a decent one. DON'T get this. **Simon Rogers**

PANEL POINTS

The game loads preceded by a nice title page. When the actual game loads, a very impressive looking screen pops up after half a minute wait. You wait nervously, with your hands poised over the RETURN key. Then, one flickering object wobbles across the screen.

You try desperately to move it into the flickering sight. You can't move fast enough, but if you fail in your mission, the earth will explode into hundreds of tiny pieces. Can you stand the tension?

Yes, is the answer. This game is easy and since it's written in Basic, is frustratingly slow and unchallenging.

Cannot be recommended.

Shingo Sugiura

After about 10 minutes of saving the Earth I was getting bored. The spacecraft come in the same patterns and always one at a time so that you just move left and right and blast them easily.

The Earth is well drawn and there are lusty explosions, particularly when the Earth is destroyed. But it will take more than saving the Earth to bring me back to this game since it just does not give enough to keep you interested.

Robert Patrick

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what it reminds me of...

Claude's stock changes with each level and includes cassette radios, watches, computers and Cruise missiles. These are all well presented and the animation is good, though at times a trifle flickery. Sound is fairly loud and is used well. There are two features which are at last getting more and more prevalent amongst BBC programs. These are a freeze button, invaluable if people make a habit of ringing you midway into a game, and an on/off toggle for sound, useful if you make a habit of playing late at night and don't want to wake the neighbourhood.

Rob Patrick

PANEL POINTS

The instructions are full of awful micro in-jokes, but don't let that put you off. Micro moves his legs frantically as you move him round the screen to push the nicely drawn objects and the movement is very smooth. All the usual features such as freeze option, sound on/off and hall of fame are there. The object of the game may seem a bit too simple and the sound may be a little boring, but it should prove addictive for most people. The variety of objects to push around should keep you busy for a while too.

Shingo Sugiura

An enjoyable game this, especially the idea of taking the Michael out of Sir Clive. I liked the flying Spectrums and BBC's. Nothing special overall though – I found it a bit tedious the second time round.

Simon Rogers

That bearded character on screen is unmistakable and, as usual, is cast in the role of the villain. The animation is good even when Claude inflicts GBH on our hero and the ambulance rushes him off to hospital. It's a very simple game idea, but surprisingly addictive. **Bob Wade**

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know it. Once eight boxes have been processed, the whole procedure is repeated with more wheat plants and more Wibblies.

The meticulous attention to graphical detail makes this game good to watch as well as to play. The key response is very good and the movement of the Wibblies and screen layout have been carefully thought out. It's fun to see the wheat grow leaf by leaf as you control the large multi-coloured character – very well animated – to bash the green Wibblies over the head. A shame that a hall of fame feature is missing, but most importantly, this game is totally original. Hoorraaaaaaay!!

Shingo Sugiura

PANEL POINTS

I thought this was brilliant. Pete was well drawn as were the incredibly annoying Mega-Wibblies, although these looked just like characters from *Cookie*. Well done, also, was the animation – Pete's bovver boots moved very smoothly.

This game was frustrating without being *too* annoying, although I found the controls were a bit complicated to start with.

Despite this and the fact that it only has two different screens I think this is one of the best games I've seen for the Beeb. If it isn't a hit, I'll eat my wellies.

Simon Rogers

The main disadvantage of the Beeb is its lack of memory. Most people who know about computers realise that this leads to a play-off between graphics quality and program length. In the games field this means it is hard to produce a game which is both graphically excellent and still offers the player variety and a challenge. *Paranoid Pete* is no exception.

Though graphics are excellently used, the game has only two sheets and this quickly bores the player. *Pete* is a joy to look at but as a game leaves much to be desired.

Robert Patrick

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be annoying when your regiment of nineteen is wiped out by a group of three brigands. Also it can take an awful long time to find the parts of the crown. As well as these, it's easy for your group to be decimated and for you to gain absolutely nothing except the prospect of a long trek home. Yes, I know this is the way it is in real war, but I bet real soldiers get frustrated.

I'm not really sure I would recommend this game. For some it will be boring, repetitive and even downright stupid. But others will find it utterly compulsive.

Rob Patrick

PANEL POINTS

The game comes in a professional looking video type case and has a very impressive title page. Although it is written in Basic, the response is reasonably fast and the graphics are surprisingly good. In fact, the detailed characters add greatly to the enjoyment of this frustratingly addictive strategy game.

All arcade freaks will loathe it, but others will find it better than most of the strategy games available for the Beeb.

Shingo Sugiura

I found the graphics limited but the game introduces a strategy element which in some way makes up for this. The bartering and battle sequences allow elements of mental as well as reflex skill into the game.

Bob Wade

The graphics are not too bad and your little man is drawn quite well. It would have been nice if each location looked different. Also it might have improved it a bit if the dreaded 'bottle horn' which announced battle sounded a little less like a beep. Despite these minor points I really enjoyed this game and found I kept coming back to it. **Simon Rogers**

GAME: SMASH AND GRAB
MACHINE: BBC
CONTROL: KEYS
FROM: SUPERIOR SOFTWARE, £7.95

Smash and Grab is yet another ladders and platforms game, but this time with something of a twist. You are a bank robber and having smashed the window of your local branch of the Midwest it is your task to collect the bags of money as they fall. The bank is at the top of the screen and you must move along a network of platforms catching the bags as they fall.

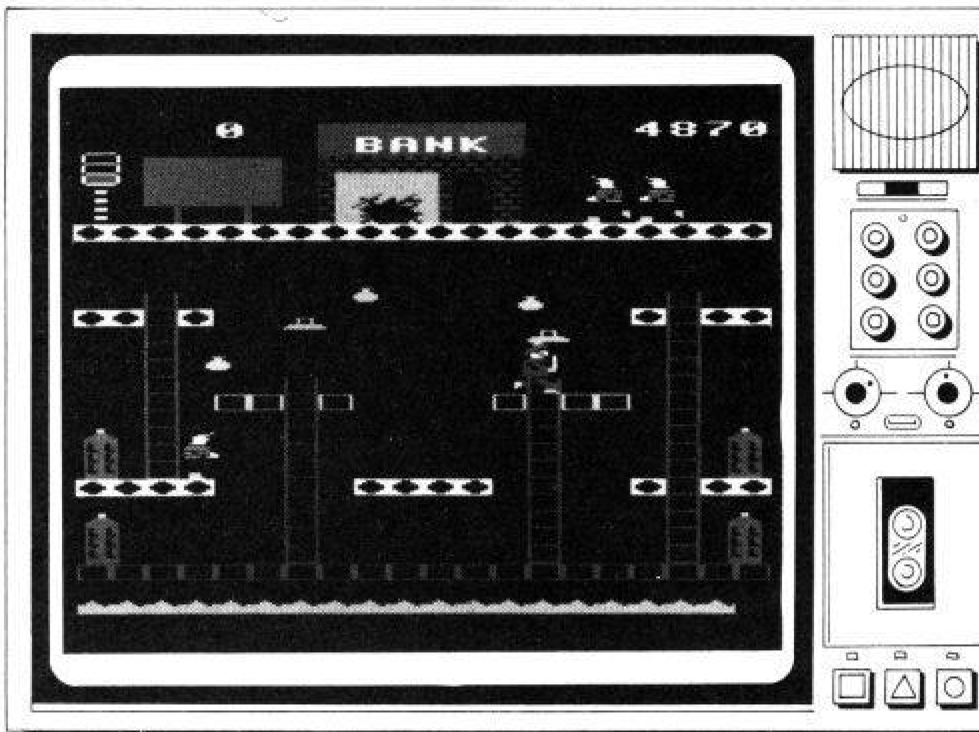
To make your job even more difficult the local bobby is out to get you. He's a pretty fleet-footed soul and when he does catch you he can be surprisingly brutal – he'll push you into the river without so much as a second thought.

On top of this you also have to watch out for the flying police cones which move across the screen at alarming speed and are completely fatal. It is possible to kick the cones and destroy them but this is not recommended as they tend to come in flocks and one miskick could mean curtains for you.

Graphics are good and chunky and there are some nice touches in the game, like the way the policeman sometimes lies down on the level above you and gives you a thump with his truncheon.

Overall, this is a pleasant game with no obvious bugs. It is hard, maybe too hard, but very enjoyable. **Rob Patrick**

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	7



● On the run in Smash and Grab

PANEL POINTS

When loading this game, regular arcade goers should immediately recognise that it is a rip-off of *Popeye* which was so popular last summer. The original characters Olive, Popeye, Brutus and the hearts have been replaced by a bank robber, policeman and floating gold bags but the concept is still the same.

The game features reasonable graphics and animation but the background music that made the original so much fun has gone which leaves me thinking, if you're gonna rip-off a game, why not do it properly? And another thing. Why is the robber so slow but the policeman so fast?

Shingo Sugiura

Another very slick copy by Superior. The burglar is very nicely animated and the screen is bright and colourful. The game's enjoyable because there's a lot to do: collect gold, kick parking cones, avoid policemen and then turn the tables on the cops by reaching a flashing police box. I must admit, it was fun knocking the policeman into the water. Sorry about that, officer.

Chris Anderson

GAME: FELIX AND THE FRUIT MONSTERS
MACHINE: ELECTRON
CONTROL: KEYS
FROM: MICRO POWER, £7.95

Having escaped from the factory our hero is now stuck with a bunch of fruit-eating monsters in a bewildering *Pac-Man* maze.

You have to protect wandering fruits by picking them up and moving them. If the monsters eat them they mutate and move faster – so watch out!

You have power pills for energy, ether pools to temporarily halt monsters and a magnetic pad to send them home.

A nice variation on *Pac-Man* for maze maniacs.

Bob Wade

GRAPHICS	6
SOUND	5
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6

GAME: SUICIDE REBEL DROIDS
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: BEAST INTERNATIONAL SOFTWARE, £4.95

If you had to fly the paper planes that these droids have to, you'd commit suicide as well.

These oddly shaped enemies approach you in 3D in recognisably mathematical curves (you can't fool us with these simple programming tricks).

You try to centre them in your crosswires as you zap towards Gridworld. Altogether rather crude to look at and not very playable. I love the title though.

Bob Wade

GRAPHICS	4
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

GAME: WONDER WORM
MACHINE: BBC
CONTROL: KEYS
FROM: THOR, £5.95

Wally the Worm is a super-worm, but in order to sustain himself he must eat special green pods.

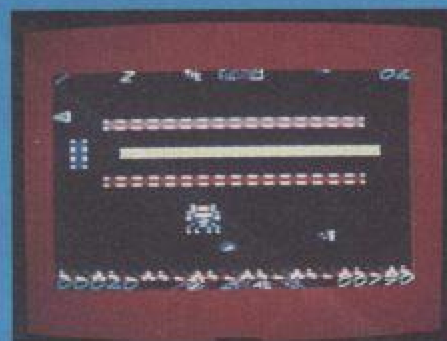
These pods appear among eight yellow flowers but if they're not eaten quickly turn into deadly skulls. The flowers also grow roots which are fatal to hit with your head.

Wally grows with each pod but movement gets harder and harder as the screen fills with worm, skulls, roots and purple deflecting dots.

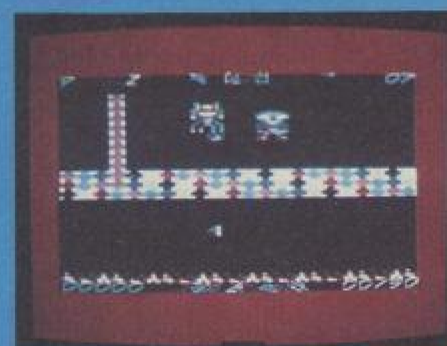
Bob Wade

GRAPHICS	5
SOUND	6
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6

FATTY HENRY



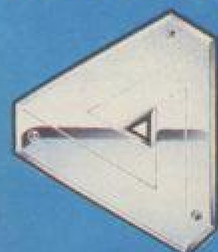




Deep in the kitchen of one of the towns first class restaurants amongst the hustle and bustle, Little Thwitchy Thwilly has just been selected from the aquarium as a customers main course . . . panic . . . sitting in the oven his first thought is survival and how to escape. As the oven is ignited and the flames start to rise he realises his only hope is to collect the dripping condensation from the pipe at the top of the oven and try to extinguish the flames. It's going to be tough, he must survive through ten different ovens and face added hazards such as the rotating spit, spinning food debris, oven foam and the restaurants pet dog, Fatty Schizo Henry, who by the way often enjoys a snack from the restaurants aquarium. Can you help him?

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GAME: TIME BANDIT
MACHINE: DRAGON 32
CONTROL: JOYSTICK, KEYS
FROM: MICRODEAL, £8.00

If you were mourning the death of the Dragon then mourn no longer, because this is one of the best games seen on it for a long time.

As the Bandit you have to explore the three worlds of fantasy, space and the Wild West in search of keys, locks and treasures to boost your score.

You start in the Timegates Zone where you have to get a key to unlock the gate to the three worlds. Once through you can select any of the timegates and enter them.

The gates take you to a new landscape where you again have to find the key and lock to get to a timegate. This will return you to the initial screen where you can go to another gate.

Throughout all the lands there are evil portals which release creatures to sap your energy. These can be blasted with your horizontally firing gun and your energy regained by collecting treasures.

The action is very hectic and when the time limit on each screen runs out your energy ticks away as well. To keep your energy and score high you need to keep moving, constantly picking things up and exploring.

Once your power falls low enough the screen starts to flash as a warning and makes play extremely difficult. The infamous green screen can also be avoided with a choice of three background colours.

Some of the scenes are more than one screen large and the scrolling is smooth. There is a nice range of characters but some of them are tough to recognise, mainly because you are too busy avoiding them.

Movement is a little annoying since you continue in the direction moved even with a self-centring joystick. This serves to make the game even more frenetic.

Bob Wade

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆

Cash in on a beauty

A real first for the Dragon, or for any machine, is a platform game which two players can play at once.

In this game of amassing dollars both a sheik and a sailor can dash around the screen collecting dollar signs. There are over 40 screens and while most of them are relatively simple the later ones become extremely difficult with lots of invisible platforms and deadly floors.

The characters are crudely animated but leap around the screen like rabid kangaroos in a drought. The control of the jumping and getting on and off some platforms is difficult, made even more so by a joystick that does not centre.

These problems aside, the game is very playable with your man being able to fall any distance and move around very rapidly. Your life is threatened though by cats that are hatched from purple bombs and when they hit, you deplete your energy level.

The bombs can be grabbed before they hatch, purple ones for a bonus or brown ones can be picked up and thrown at cats. Birds hatch from the brown eggs and if they catch your man they will not zap him but carry him up the screen.

There are lots of different floors and walls with spring pads, ladders, electrified floors, invisible platforms and conveyor belts. All forty odd screens are different and come in sections, one of which does not allow jumping, so the game should keep most Dragons busy for a while.

The two player game is perhaps the most exciting thing about the program with both men chasing after the same cash. So if you have a money-grabbing

PANEL POINTS

So . . . just when you thought Dragon games were dead and buried, along comes a major platform game. Rejoice, Dragon owners. No less than 50 or so screens for you to leap your way through.

As usual, I found it hard controlling the Dragon joysticks, but experienced Dragon hands should be well used to this. The fact that it can be run as a two-player game is a major innovation.

The game doesn't have quite the precise, satisfying feel of *Manic Miner*, but its arrival is still an important, happy event.

Chris Anderson

A sailor and a sheik make an unlikely combination of characters, and in *Cashman* you sometimes have trouble telling them apart.

Being able to change the colour set of the screen is a major advantage.

The two player game is great and when the other person seems to be doing a bit too well you can accidentally hit the 'X' key. If you want a good game for the Dragon, this one takes the credits.

Samantha Hemens

What I really liked about this game was the display and the ease of control. My only reservation was that on the early screens it was a bit TOO easy. Even so, the slightest twist of the infamous Dragon joystick sent me hurtling through the air and pressing the fire button practically gave me wings. As a result it wasn't always possible to exercise precise control.

However, I found the game great fun to play and things certainly hotted up later on. If I had a Dragon, I'd make sure of adding this program to my collection.

Steve Cooke

GAME: GATECRASHER
MACHINE: BBC
CONTROL: KEYS
FROM: QUICKSILVA, £6.95

Rolling out the barrel is much more fun in a pub than in this strategy game of putting barrels in boxes, but both may drive you to drink.

You're presented with a maze containing gates which lead to nine boxes at the bottom. You have to drop barrels from the top level so that they bounce down through the maze into separate bins.

Your character is completely unanimated and jerks across the screen to the sound of sandpaper on skin. Once you have selected your hole and dropped the barrel it runs down the maze being deflected by gates which swing either left or right. The trouble is that if you hit a bin a second time it cancels the first one.

The gate form predictable routes which means you may get stuck without a way to hit the correct bin and you'll run out of barrels.

You can avoid this by two great little routines which allow you to scroll the display up and down, and you can send your cathode-ray tube haywire by having an earthquake which rattles the maze and switches gates randomly.

The first four screens are just a matter of filling the nine gaps but the fifth and sixth involve rearranging a set of numbers into ascending order. Completing the seventh stage gives you a code which you must break to win a prize.

The game is quite clever and stretches the brain to think logically but does not have enough action or variety to be really addictive.

Bob Wade

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	4



RAGON • BBC • DRAGON • BBC

One thing that appealed to me about *Time Bandit* was the possibility of a fair amount of strategic thinking. To get the best score you have to decide when to abandon treasure-hunting and head for the next gate, keeping a careful eye on the time and your energy level.

Then there's the pleasing, easy-on-the-eye non-green screen plus far more playability than most other Dragon offerings.

Good punishment for the fire button, a bit of exercise for the grey matter, and a nice display – definitely a winner.

Steven Filby

PANEL POINTS

Another good Dragon game from Microdeal, which gives you *non-green* (!!) backgrounds.

Although the graphics are simple, with trees in the fantasy world and what could be spaceships in the Space world the way it's presented is very good.

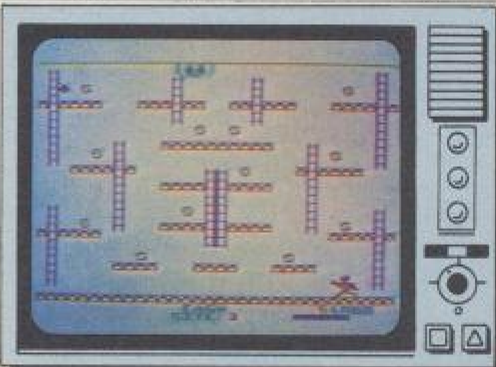
However, use of the Dragon joystick unless mastered well, could ruin enjoyment of this game. Another thing I didn't like is the way the screen flashes frantically when your power is about to fail. Despite these complications in play I enjoyed the game immensely.

Samantha Hemens

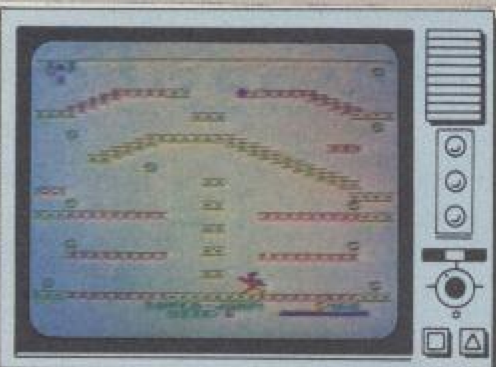


GRAPHICS	8
SOUND	4
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	8

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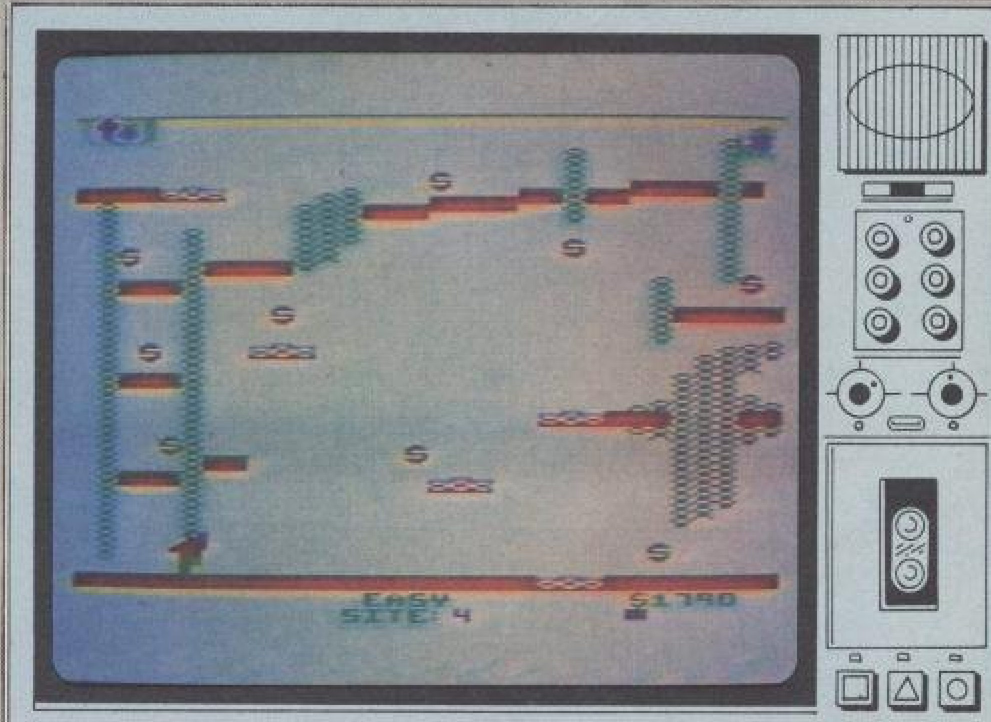
A screenful of action from the game that really gives you a run for your money!



This frenzy of competitive platform scrambling can make even Blagger look tame

friend out there to take on at *Cashman* it will be even more competitive.

Bob Wade



A real first for any machine – a two-player platform game

GAME: CASHMAN
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MICRODEAL, £8.00

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8

GAME: MR WIZ
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: SUPERIOR SOFTWARE, £7.95

Indigestion and heartburn are inevitable in this version of *Mr Dig* as you eat cherries, grass and mushrooms on the run.

As you try to gobble all the cherries gremlins pursue you and can only be stopped by a falling apple or your flying crystal ball.

Eating the gremlins' mushroom home drives them wild and they will eat anything to get at you.

You'll be afraid to go cherry picking again!

Bob Wade

GRAPHICS	7
SOUND	7
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

GAME: METEOR MISSION
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: ACORNSOFT, £9.95 CASS £11.95 DISK

Saving lives is what this game is all about, as six little men wave their arms around on a planet's surface.

Leaving your mothership at the top of the screen you must use the thrust control and left/right keys to weave through the asteroids. Land, pick up a man and then make it back to safety. It's always tricky mastering thrust, but the colourful graphics and tolerable sound make this a good version of a familiar game.

Peter Connor

GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	5



ORIC • ORIC • ORIC • ORIC • OI

GAME: TRICK SHOT
MACHINE: ORIC 1/ATMOS 48K
CONTROL: KEYS
FROM: IJK SOFTWARE, £7.50

It's here at last, an excellent version of pool for the Oric. *Trick Shot* is very similar to the arcade version in many respects. You start with three cue balls or lives, each life is allowed three shots – if after three shots you fail to pot a ball or accidentally pot the cue ball, you lose one life. Obviously, once your three lives have been lost the game is over.

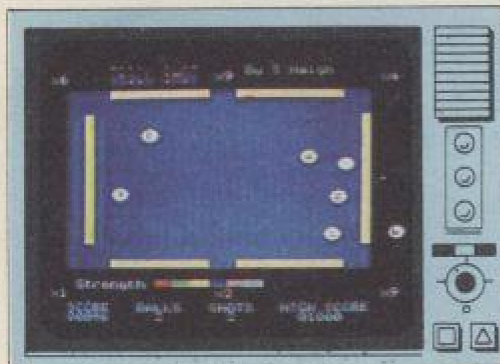
Instead of aimlessly potting six balls, then going onto the next frame and potting six more, *ad infinitum*, you must try to accumulate a score. Every ball and pocket has a number – the score for the ball potted is the sum of the number on the ball multiplied by the number on the pocket, multiplied by the number of shots left for the present life. The numbers on the pockets change every shot.

To aim the cue ball you move a flashing cross around the outside of the table. When it's in the direction you want, you lock it on target and then select the strength needed for the shot. The ball then zooms across the table, hopefully to the selected target. After potting a ball, the number of shots left is restored to three.

Graphically this game isn't very stunning; the blue table with yellow cushions isn't convincing – the blue felt extends around the cushions on the left-hand side and the pockets are decidedly square (although this never proved to be a problem in practice).

The movement of the balls is smooth, if slightly flickery. Ball collisions and rebounds appear realistic. Sound is very good with appropriate clicking noises of colliding balls and two different melodies. A Hall of Fame is also provided.

The playability of this game is incredible – I just couldn't stop. The scoring system undoubtably contributes considerably to this. In all, a sound piece of programming well worth spending time with. **Richard Wright**



GRAPHICS	4
SOUND	7
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	7

PANEL POINTS

Despite the pool style of the game the signature tune is from Pot Black, the TV snooker program, and it's c..:key in places. Not that a few duff notes can spoil this great conversion from the arcades.

The novel scoring system adds the tactical element that is needed to make the game challenging. The movement and ricochetting of the balls is excellent although some colour would have been appreciated.

Potting a ball is wonderfully satisfying as it plops into the pocket without even touching the sides. **Bob Wade**

Movement of the balls is smooth, albeit a little flickery at times, but they don't always bounce in the direction expected. The control of the key is rather awkward as well.

Although *Trick Shot* is the only snooker/pool game available for the Oric/Atmos, I can't imagine it being loaded more than a few times and the introductory tune, is naff awful! **Shingo Sugiura**

'Based on the highly successful arcade game', says the cover. Pity it doesn't live up to it! **Samantha Hemens**

GAME: SUPER FRUIT
MACHINE: ORIC/ATMOS 16/48K
CONTROL: KEYS
FROM: IJK SOFTWARE, £6.50

Once upon a time, you found electronic fruit machines in every amusement arcade. Well, they have now been implemented on the Oric in the form of *Super Fruit*. Complete with 'nudge', 'hold', 'gamble' and of course, the 'I can do better' facility, this software bandit is a faithful implementation with very smooth multi-coloured spinning reels. It is easily the best fruit machine game available for the Oric. However, I can't help feeling a bit silly sitting in front of my VDU pressing keys and watching my credit go up and down after forking out £6.50, in real money! **Shingo Sugiura**

GRAPHICS	8
SOUND	7
ORIGINALITY	0
LASTING INTEREST	1
OVERALL	3

GAME: BACKGAMMON/3D OXO
MACHINE: ORIC 1/ATMOS 48K
CONTROL: KEYS
FROM: IJK SOFTWARE, £7.50

Two games for the price of one. *Backgammon* is a fairly ordinary version with unstartling graphics, no sound, no skill levels and an average playing strength. *3D OXO* has four skill levels, a 4x4x4 playing grid, unimpressive graphics and rudimentary sound.

Both programs had good on-screen instructions and seemed much of the same standard – good for practising basic playing-skills, but not representing much of a challenge to the dedicated player. As probably the only versions for the Oric, they're worth buying if you can't wait any longer. **Richard Wright**

GRAPHICS	4
SOUND	2
STRENGTH OF PLAY	4
OVERALL	4

GAME: CHESS
MACHINE: ORIC-1/ATMOS 48K
CONTROL: KEYS
FROM: IJK SOFTWARE, £9.50

This version has many features, plays extremely well and has a good response time. Features available include eight levels of play, cursor or co-ordinate inputs, chess clock and time limits for moves (user-definable), confirm move, retake move, resign, modify board, computer-suggested moves, change sides or levels during game, force computer to make move and more – even problem solving!

This program oozes quality. **Richard Wright**

GRAPHICS	7
SOUND	2
STRENGTH OF PLAY	7
LASTING INTEREST	8

GAME: DRAUGHTS
MACHINE: ORIC-1/ATMOS 48K
CONTROL: KEYS
FROM: IJK SOFTWARE, £7.50

Draughts from IJK uses the same screen set-up routine and option menu as their excellent *Chess* program. The number of features built into them is quite mind-boggling (especially for a piece of Oric software).

It also has four sets of rules to choose from. These decide whether or not you must take when you can, and variations on the theme.

Well worth buying if you like the wooden version. **Richard Wright**

GRAPHICS	7
SOUND	2
STRENGTH OF PLAY	7
OVERALL	8

IMAGIC

MOONSWEEPER

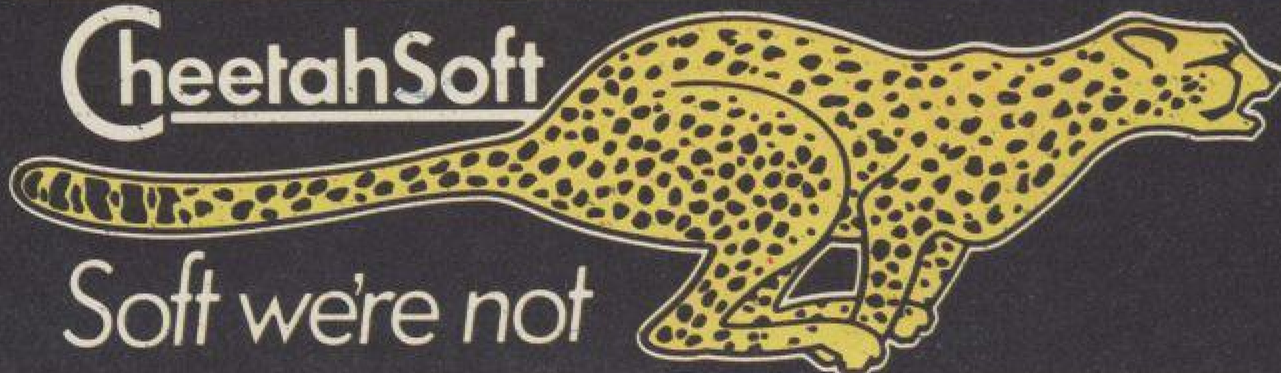
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GAME: THE PERILS OF BEAR GEORGE
MACHINE: SPECTRUM 48K
CONTROL: CURS, KEMP, SINC, CHEETAH, R.A.T.
FROM: CHEETAHSOFT, £6.95

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	3
OVERALL	4

When I first heard the name of this game I did a double-take. I thought it was maybe going to be a game about the troubles of a pop star but it turns out to be far more run-of-the-mill.

You take the title role as a cute-looking red bear. It is autumn and you find yourself in a garrishly coloured forest. Apples are falling steadily from the trees and you must catch them to fatten George up, ready for hibernation.

It takes some degree of skill to do this as a squirrel is forever bombarding the poor bear with apples that stun him and reduce his energy level. While this is going on a jaunty version of 'Teddy Bear's Picnic' plays.

After a while (there is no actual time display) you move on to a superb drawing of some mountain slopes. Here George must avoid the occasional skier on the path to his caves.

The setting for the third screen is a cave in which spiders are bouncing from floor to ceiling – a nasty hazard. In the fourth you finally arrive at Home Sweet Home where George settles down to sleep. The calendar months tick by in a display in the right-hand corner and the



GAME: DELTA WING
MACHINE: SPECTRUM 48K
CONTROL: KEMP, SINC, AGF, FULLER, KEYS
FROM: CREATIVE SPARKS, £6.95

GRAPHICS	8
SOUND	4
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

When *Fighter Pilot* was brought out for the Spectrum the general opinion seemed to be that it was an excellent game. I never really got the hang of it and consequently I was put off flight simulators for a while.

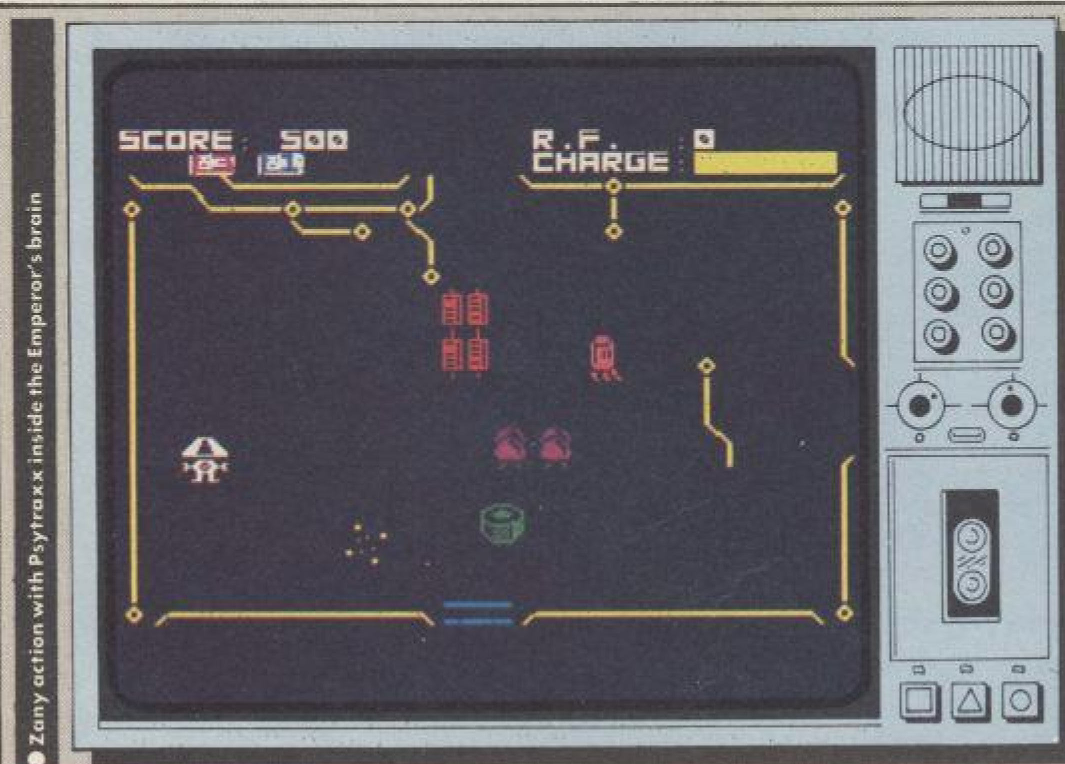
So I was pleased to find that *Delta Wing* was a bit simpler on the technical side without losing any of the atmosphere or action of a combat flight simulator.

The cockpit view is fairly standard with an artificial horizon to show the angle of flight, radar, and compass as well as a gauge to show the height of an incoming enemy plane.

The idea is to locate and destroy a number of enemy bases whilst defending your own bases from attacks by enemy planes. A map is displayed if the 'M' key is pressed which shows the position of your plane, the nearest enemy plane and all the bases.

Combat is far more realistic than in *Fighter Pilot*. Once an enemy plane is located its altitude does not fluctuate wildy – an annoying feature of *FP*. The bombing of bases takes quite a while to get the hang of: you need to be quite

•PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT☆P



● Zany action with Psytraxx inside the Emperor's brain



Psytraxx was programmed by 17-year-old Andrew Beale from Tolworth in Surrey. He wrote the game over a five-month period in between study for A-levels. Previous games for Softek include Microbot and Megapede.

Brain drain challenge

GAME: PSYTRAXX
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: THE EDGE, £7.95

GRAPHICS	6
SOUND	6
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	8

From the same stable as *Quo Vadis* comes another 1,000-screen arcade-adventure starring a microdroid called Psytraxx.

Trapped in the confines of the Emperor robot's brain circuitry this rebel droid is trying to deactivate his master and free all the other enslaved components.

You start your quest at the edge connector and have to find your way to the CPU and turn it off. Many problems and hundreds of rooms bar your way and a map will be essential in the long run.

Each room is ringed by circuitry and contains components, some stationary and others which can move around.



RUM • SPECTRUM • SPECTRUM

energy he has collected is used up.

If at any time the energy metre falls to zero George loses one of his three lives. After a long sleep it's back to the woods and the sequence starts again.

Except in the second screen, where two diagonal directions are added, it is only possible to move George left and right. The fire button is used to accelerate. In general the graphics are good and colour used well. Considering the poor sound facilities on the Spectrum, the tunes are quite impressive.

But the game requires very little effort to complete and does not increase in difficulty.

I don't think many players will be able to *bear* George for long... **Martyn Smith**

PANEL POINTS

The idea is fine but it's let down by poor control and a general lack of user-friendliness. For example, the squirrel just stuns you, and the skier just stuns you but the spiders kill you instantly. Cheetahsoft seem to look on this as a 'feature' but as far as I'm concerned it's just plain annoying. **Rob Patrick**

Well, *Bear George* does have some quite pretty graphics. Yes, the sound is reasonable and there are some nice touches. But the game is unplayable!

It took me many hours of mind-numbing boredom to discover that the apples *can* be eaten after all. But it is so difficult that starvation is a certainty, and the surprise for those who eat too much (!) seems reserved for supermen or people who enjoy playing monotonous games for hours on end. **Peter Walker**

This game has all the right ingredients to make it a winner: great graphics, great sound, great movement and an original idea. But there is one fault which spoils all this. *IT'S TOO HARD!!!*

On the first screen I found it impossible to eat enough apples. They kept hitting me on the head. Not one I would buy but still a very original game. **Richard Boniface**

high in the sky when the bomb is dropped to avoid being destroyed in the blast of your own bomb. Quick reactions are needed here because the base is not in your sights for long.

As well as the movement keys (or joystick) you have to operate a few functions from the keyboard. There are four skill levels and the number of enemy bases (1–5) can be selected.

Despite its similarities to *Fighter Pilot* I found this a superb combat flight simulator with colourful, clear graphics including a little hand pumping the throttle. But sadly, as seems to be the rule with this type of game, there is hardly any sound (without a Fuller soundbox). **Martyn Smith**

PANEL POINTS

It's inevitable that comparisons will be made between this game and *Fighter Pilot* from Digital Integration. And I for one am unwilling to state categorically which is best.

Certainly, *Fighter Pilot* has more options but the *Delta Wing* aircraft is easier to fly. The map and radar may be more useful on *FP* but at least on *Delta* you can bomb the enemy's bases.

The choice is between the long-term challenge of *FP* and the more immediate, but nonetheless demanding, task of *Delta Wing*. **Robert Patrick**

Once all the controls had been mastered I found the flying really quite easy, much less complicated than on a dedicated simulator, such as Psion's. The controls are responsive but a joystick is necessary for any 'feel'.

What really impressed me about this program was the way it worked as a game – a facet often neglected by simulations. For all my efforts I never actually downed an enemy, but never got bored trying.

Overall, perhaps not quite as polished as *Fighter Pilot* but well worth a look at. **Peter Walker**

T☆PCG•HIT☆PCG•HIT☆PCG•HIT☆PCG•HIT•

Contact with the circuits and electronics will deplete your energy in the form of your regeneration factor (RF).

If you hit a bit of moving micro hardware you lose a life although to start with they are fairly easy to avoid. You can also shoot these with your electric sparks which only zap to your left and right and use up your RF as well.

As you explore the rooms force field doors are encountered which can only be opened by the appropriate identity cards. These and several other objects can be found lying around for you to pick up.

The doorways between rooms appear a tight fit for your droid at first, but they allow you to get through even if you don't hit them spot on. Some are partially blocked by other circuitry and a steady hand is needed to avoid RF losses.

In nearly all the rooms there are green pills which replenish your RF, though they should be used as sparingly as possible. A keen eye is needed on this or you may find yourself with no energy and surrounded by hostile capacitors, resistors and diodes.

There are four circuit boards and hence four different levels to explore. You can move between levels by way of 'OR' gates which are colour-coded appropriately.

The main asset of the game is again size and hence the screens and characters are not that great to look at and there is no music or stunning sound effects. It is compulsive though as you explore and familiarize yourself with the layout, especially since the game gets tougher for every bit you solve.

There is actually a real arcade feel to this game as you blast your way about and it's large enough and complicated enough to keep the old grey matter moving as well. **Bob Wade**

PANEL POINTS

An impressive program by any reckoning – pleasant enough to look at and use, with a really challenging long-term goal.

The point about the 1,000 screens is not that you get great variety of graphics – you don't – but that you've got an absorbing task on your hands finding your way around. In this sense it's five times bigger than *Atic Atac*.

Most of the aliens are animated drawings of electronic components and look very pretty. One nice touch is that as the game progresses more than 25 different species appear – and they get meaner the longer you go on.

I also like the fact that at the very end of the game, when you've deactivated the CPU, a clock starts counting down, giving you about three minutes to escape. This should mean a pulsating finish! **Chris Anderson**

It seems that the current thinking in software is: 'the bigger the game, the better' and this game follows the trend featuring 1,026 rooms – and that's BIG! Who's dogged enough to map that?

Graphics are only so-so though your man is well-animated. The sound is extremely good and the control keys are nicely positioned. But it's the sheer size which is the main attraction. It'll be a good while before *Psytraxx* is completed I would think.

The key to its compulsiveness is the hope of discovering the elusive CPU. **Martyn Smith**

Being so similar to Ultimate's *Atic Atac* it will inevitably be compared with it.

However, it is bigger than *Atic Atac*, it has an original scenario, quiet pretty graphics and smooth animation. **Peter Walker**



Lynx zooms into 3D action

'Not another helicopter game' I hear you all cry. Cheer up, because this isn't just another chopper game.

In your Combat Lynx helicopter you must protect your army's land bases from the hostile ground attacks and yourself from the enemy's helicopters and jets.

You need to start by getting used to the numerous key controls of the game all of which can be redefined. Your copter starts at base zero which is one of three to six bases depending on the skill level. At base 0 you need to arm yourself with the weapon systems that the Lynx can carry.

This is done in a separate mode where the craft and systems are shown in marvellous detail. Once armed you can take off in search of hostiles and this is where the excellence of the program literally displays itself.

As you move across the attractive green scenery it undulates in hills and valleys, scrolling beneath you in stunning 3D. On this background appear houses, trees, ground vehicles and aircraft and the occasional crashed helicopter if you don't watch your height.

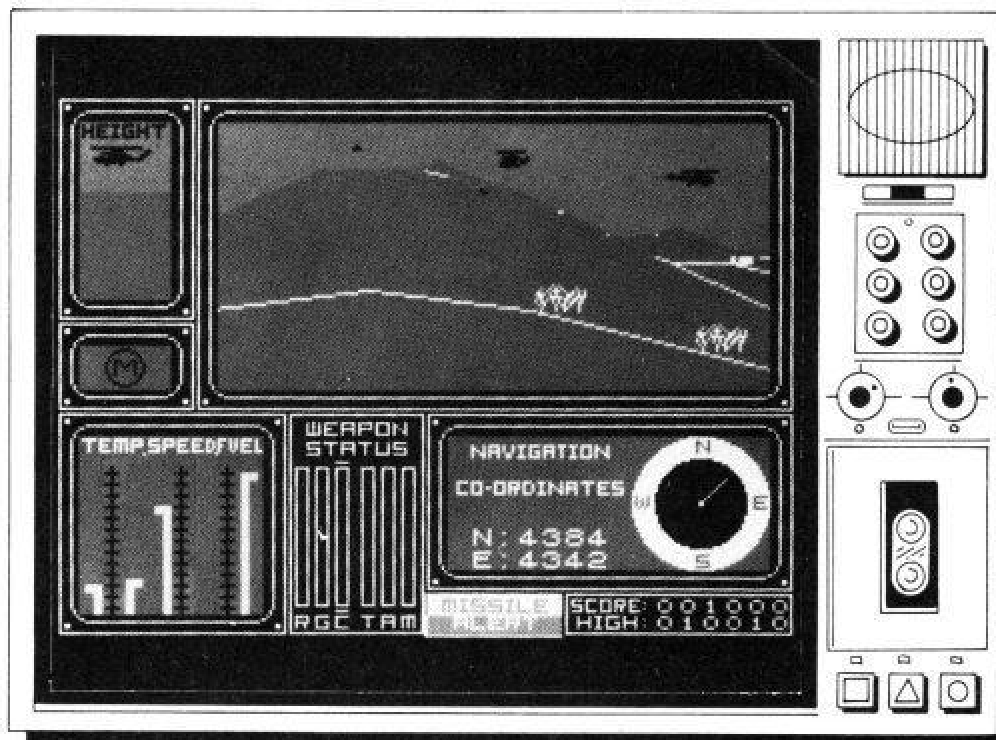
The area of land you can fly around is so large that you won't even find the edges of the map in a normal game. A larger area of the map can be viewed and shows any friendly or hostile force nearby and the contour of the land. You can also scroll around display to find the nearest enemy or base.

The instrument panel below the display provides information on the status of your craft and its weapons. This includes height, temperature, speed and status of each of six weapons. The weapon you wish to use is selected by moving a cursor above the one required. Also shown are various messages on the status of your bases and warnings of imminent missile attack.

Despite all this detail and information your task is a straightforward one and once familiarised with the controls you can buzz around the battle zone hunting down tanks, guns, lorries, helicopters and jets.

It still takes perseverance to get to grips with the program though, so the less determined may find it a hard game to get into. My initial doubts over the game's playability were completely overcome – I now find rocketing tanks is a great pastime when you want to relax.

Bob Wade



● Brilliantly original graphics in the latest Durell hit

GAME: COMBAT LYNX	
MACHINE: SPECTRUM 48K	
CONTROL: KEYS	
FROM: DURELL, £8.95	

Rating	Score
GRAPHICS	9
SOUND	6
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8



● Selecting your weapons



● The real Lynx in action

PANEL POINTS

I wasn't too happy with the display on this game. The landscape is a bit repetitive and the targets you set out to destroy don't look all that impressive. However, it's hard to complain when you consider the enormous amount of programming that must have gone into providing 3D scrolling on a Spectrum, and the effect is certainly impressive.

I think that the scope of the game is tremendous, although it took me quite a time to get the hang of the controls. Normally with a game this difficult to play I would tend to give up in disgust, but the challenges you have to face were sufficient incentive for me to keep going. Definitely a game that needs – and rewards – practice.

Steve Cooke

The view of the scrolling landscape is remarkable. It's done by drawing a series of lines against a green background and then moving them forward. The effect is of hills and valleys rolling toward you – quite different from anything achieved before.

Although it's not claimed to be a fully authentic flight simulator, the range of controls and weapons open to you do give it a realistic feel.

The scope of the game is as ambitious as the graphics. There's so much for the player to do – choose weapons, explore the landscape, use map coordinates, decide tactics, track down enemy targets. Some people won't be single-minded enough to ever get to grips with all this – or with the huge number of control keys – some 30 in all. If you don't like complex games steer well clear.

For those who've got the time to get involved, I think it'll prove very special.

Chris Anderson

PCG•HIT ☆ PCG•HIT ☆ PCG•HIT ☆ PCG•HIT•



GAME: STAGECOACH
MACHINE: SPECTRUM
CONTROL: KEYS, FULL, SINC, KEMP, PRO
FROM: CREATIVE SPARKS, £6.95

At one time or another most people must have fancied themselves as heroes of the Wild West. This game gives you the chance to relive those great days as Kidd Rivers.

Kidd's job is to save the occupants of a runaway stagecoach and take them safely to their destination, San Pedro. First he must board the stage by jumping from horseback onto its roof and then, once he has control, he must drive around collecting those unfortunates who fell out of the coach whilst it was driverless.

After finding the lost passengers Kidd takes the stage through the mountain passes. You have a map to help you but it seems to be very badly scaled for your task.

Extra points are accumulated here by picking up boxes of bullion and ammunition which are lying around. This particular stage of the game takes far too long and quickly becomes tedious.

Once out of the mountains you're back on the prairies, which are now swarming with fearsome Comanches. They attempt to board the stage and capture your passengers. If you are lucky you may succeed in shooting the Indians before they empty your stage.



GRAPHICS	6
SOUND	4
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

When this happens you simply return to do the whole thing again at a higher level.

Stagecoach's graphics are something of an anomaly because although quality is poor and the drawings themselves quite bad, they are surprisingly amusing. I'd call them the computer equivalent of a cheap laugh. Sound is fairly limited and does nothing to stretch the Sprectrum's facilities (however limited they may be).

In short, a fair game with some good ideas. Nothing outstanding and nothing abysmal and only one major shortcoming. Why is the mountain stage so hard, with difficult control and a nigh useless map?

Robert Patrick

PANEL POINTS

One of my favourite scenes in any Western is the part in which the hero jumps from his horse to take the reins of a runaway stage and save the day.

Stagecoach appeals straight away because it features that scene and it is fairly easy to do the trick.

The graphics of the cowboy and horse are black and rather sticklike but move rather well, but *why, why* is the sound so poor?

Stagecoach is fairly entertaining with some original ideas but with the mass of quality software available for the Spectrum it will probably sink without trace. It doesn't quite deliver the goods.

Martyn Smith

Creative Sparks have come up with a nice idea for a game, one with some potential. Unfortunately this is all entirely wasted on *Stagecoach,* a program notable for its frustration element rather than its appeal.

Mediocrity is the name of the game, with the lack lustre animation and sound and with no real redeeming features. *Stagecoach* misses the bus.

Peter Walker

GAME: TERRAHAWKS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, CURS
FROM: CRL, £6.95

Some games have to be stuck at for a while in order to appreciate their merits and this is one of them.

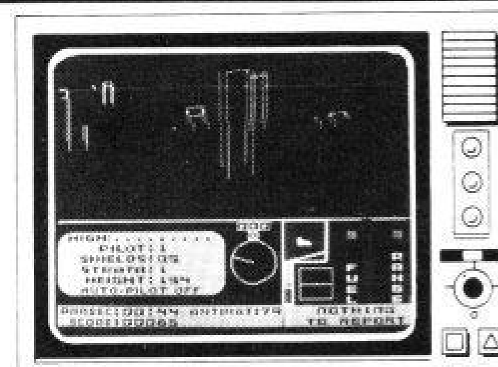
The title is somewhat misleading as the game seems to have virtually no connection to the TV show. It is a 3D flying game in which you have to manoeuvre through a landscape peppered with crystal towers to reach the vortex tunnel. It is far from easy.

You are given numerous aids to get you to the tunnel. Your ship is equipped with shields so you can survive five impacts with towers. Alternatively, you can lower the height of the columns by blasting them with one of your 80 antimat torpedoes.

There is also an autopilot function which can lock you on a bearing and height, but I found manual flying easier.

Gauges show your height, compass direction, fuel level, ship angle, short distance radar and range from the vortex. All of these are essential for a successful mission and the homing-in procedure follows a constant pattern.

First, you need to home-in using the range finder which shows green when you are on the correct heading. Once you are close enough, you have to drop height to below 40 feet and home-in on the vortex shown on the radar. Then, when it appears in visual range, you have to make a clean entry into the tunnel.



GRAPHICS	7
SOUND	3
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

Success takes you to another strata – there are nine in all. Flying high drains your fuel and it needs to be conserved if you are to cover all nine strata. Your score is increased by flying, hitting monoliths and completing levels.

Despite initial reservations I found myself becoming more and more absorbed in this game, which presents a lasting challenge. However the first sight will put a lot of people off.

Bob Wade

PANEL POINTS

A lot of companies have tried to produce 3D games, few have succeeded. The computing power needed to work out 3D images usually means that the game has to proceed at a pretty low speed and that not an awful lot happens. That's the case with this one.

The green, fine-line graphics are reasonably effective, but are redrawn every half-second or so giving a slightly jerky look to the game. Sound is a continuous drone with a few zaps thrown in. There is a certain appeal in trying, over a period of several minutes to ensure that your craft is in the right position to enter a vortex. But this isn't a program I'd spend money on.

Chris Anderson

This one's a real toughie. Keeping your range detector on green, you fight your way through the columns – which I must admit I found extremely difficult, since you have to keep your eye on about six things at once.

However, the game is quite well presented and its overall effect is quite good. If you like to spend hours finally making it to the bottom of the high-score table, this could be for you!

Samantha Hemens

GAME OF THE MONTH ★ GAME OF THE MONTH ★ GAME OF THE MONTH

Wally's pyjama nightmare

To get anywhere with this brilliant new game, you'll have to do a lot of thinking, so to get you in the mood, here's a teasing little riddle. This month has seen the launch of four major Spectrum arcade-adventures: *Psytraxx*, *Strange Loop*, *Avalon* and *Pyjamarama*.

The first three have over 200 locations (*Psytraxx* has 1,000), *Pyjamarama* has around 30. So how can we justify making this tiny pipsqueak of a program game-of-the-month?

Well, it's not just the graphics although these are outstanding: very large, very colourful, very clear, lots of variety. It's not just the fact that the game is the most playable of the four, requiring just three controls – left, right and jump.

The real point about *Pyjamarama* is that it's the first arcade adventure which is a real adventure.

Let me explain. This year's rush of arcade-adventures was started when Ultimate brought out *Atic-Atac* last Christmas. That game – and those which followed – were adventures in the sense that different locations had to be explored. But the other aspect of adventure games – using objects to solve problems – was barely touched on.

This game changes all that. OK, there are only about 30 locations, but each contains a different object and each object presents a teasing puzzle which you, the player must solve.

What is more, the puzzles are all inter-related. Example: a bucket in room A, might have to be filled with water in room B, and taken to room C where it renders harmless the inhabitant man-eating plants. This might allow you to pick up a fuel can in room C which (if you can find some fuel in room D) just might allow you to power a rocket stashed away in room E and reach the moon. So it goes on.

The story is that Wally Week, the lovable idiot first seen in *Automania*, is now having a nightmare and wants to wake himself up. So he wanders around his house and elsewhere dodging strange aliens and trying to figure out a way of setting off his alarm clock. The instructions give you no clue on how to go about this, it's all down to brain power.

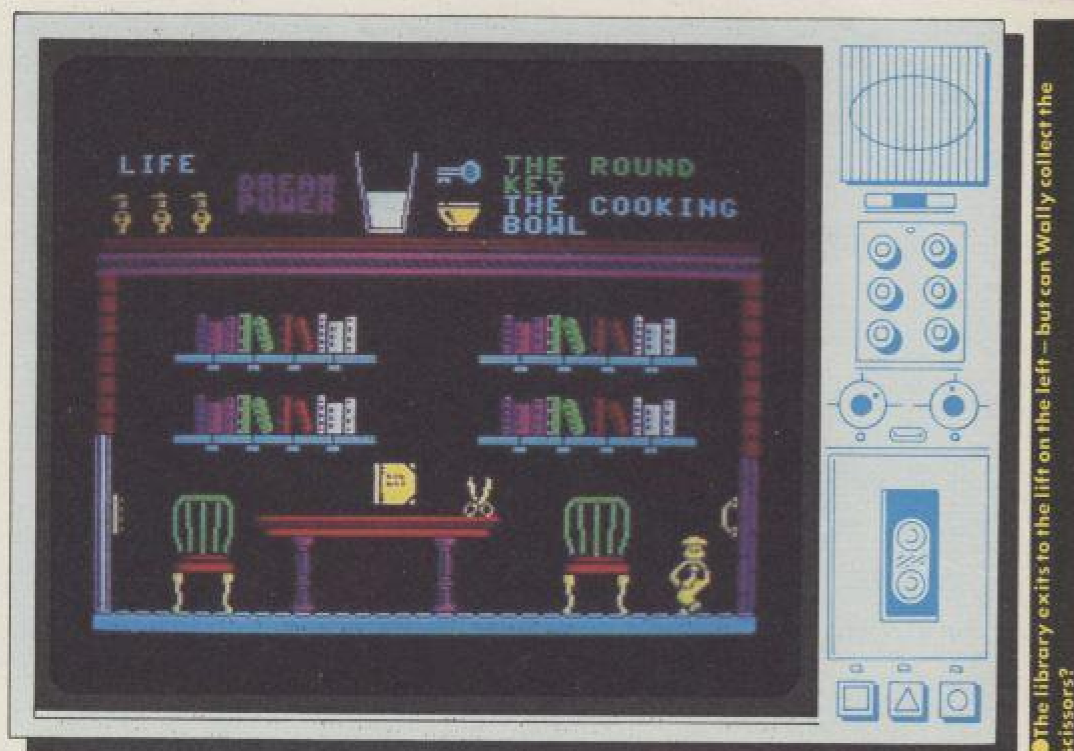
The objects lying around (they're all larger than life since it's a dream) include a door-handle, radio, towel, library book, plant pot, conveyor belt controller, hammer, fire extinguisher, joystick, pound coin, power pack, crystal orb, various keys, driving licence and cooking bowl.

Mikrogen assure me that hardly any are red herrings. They each have a role to play in helping Wally to wake up.

A major point is that Wally can carry

GAME: PYJAMARAMA	
MACHINE: SPECTRUM 48K	
CONTROL: KEYS, KEMP, SINC	
FROM: MIKROGEN, £6.95	

GRAPHICS	10
SOUND	7
ORIGINALITY	9
LASTING INTEREST	9
OVERALL	9



● The library exits to the lift on the left – but can Wally collect the scissors?





● The alarm clock (above) and the rocket (below)

PANEL POINTS

The editor practically had to drag me away from the game to write this and none too soon either since I was developing nervous twitches.

Recurrent nightmares are the theme of the game and I'm sure trying to solve it will give anybody a few of those. Despite being fiendishly difficult to complete, the game is still very playable for the newcomer with delightfully designed rooms to explore with the cuter-than-ever Wally.

Bob Wade

Plucked turkeys, groping hands and various other nasties plague your way in different rooms and there's no help at hand except the use of your own brain (this could be difficult for some of us)!

Anyway, I thought it was a great new idea and certainly good for the old grey matter, so get those keyboard fingers in practice and those joysticks in gear 'cos this one's a goody!

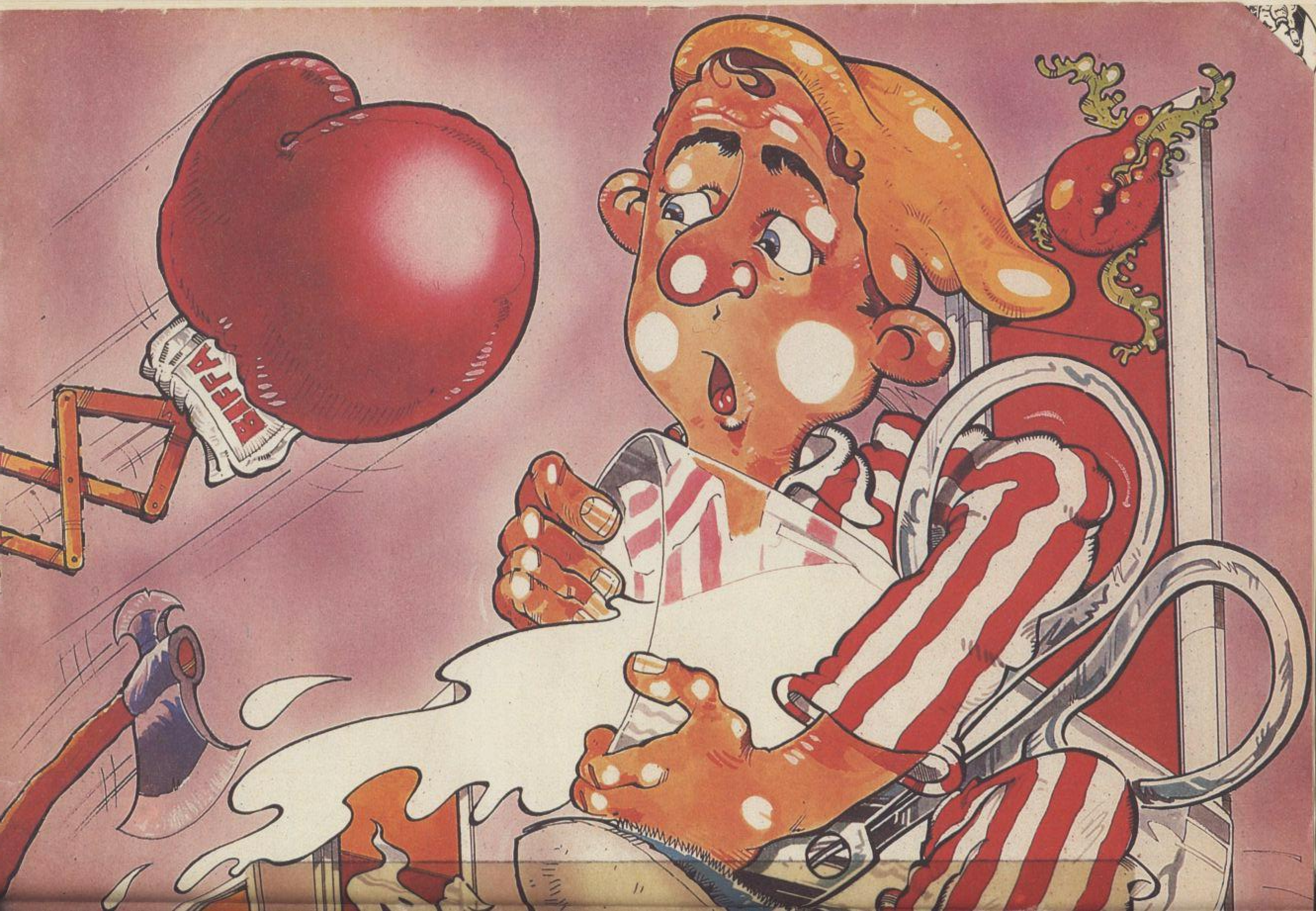
Samantha Hemens

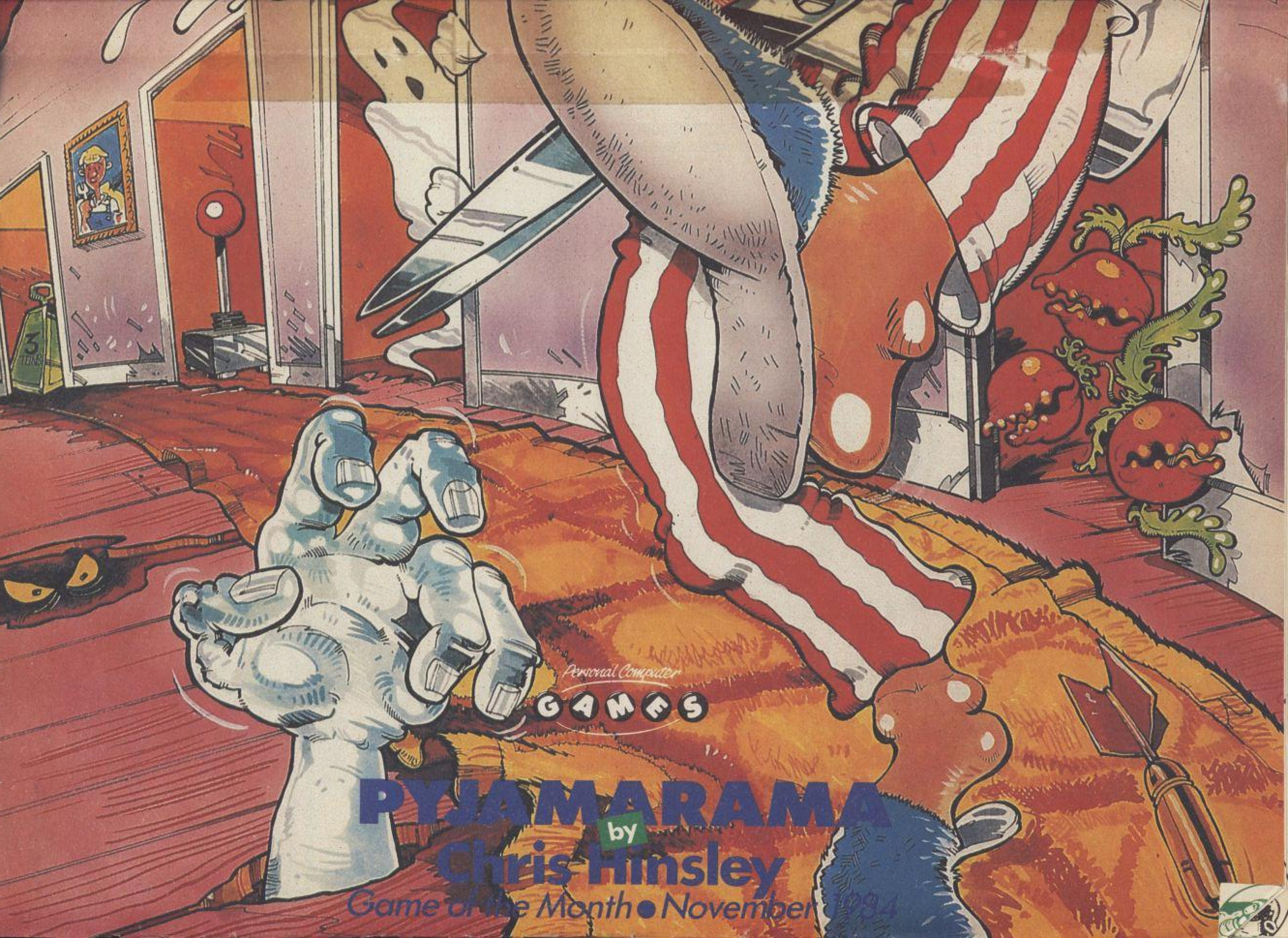
'Sure looks pretty,' thought I, on catching sight of this little number, 'but is it going to keep me playing?'

Four hours later I had to admit defeat – but I shall be back for more. What I enjoyed about this game was the fact that you did have to use a bit of grey matter while you played. Even when you find yourself stuck over a seemingly insoluble problem the graphics succeed in giving the game enough atmosphere to hold your interest.

My only worry about *Pyjamarama* would be that once I'd completed it I might not want to play again – but I don't expect to face that problem for some time yet.

Steve Cooke


BIFFA


Personal Computer
GAMES
PYJAMARAMA
by
Chris Hinsley
Game of the Month • November 1984
3 TONS

only two objects at a time. This apparent limitation in fact gives the game enormous added interest because of the tactical problems it raises. You can't just go round collecting everything. You must try to form a plan and then pick up the exact combination of objects needed to try it out.

When you get stuck, you can take time off to enjoy the game's humour. Ghostly hands appear from the floor and disappear. If Wally miss-times his jump to a stairway, he may end up sliding down the bannisters. Occasionally, when he goes to exit a door, a huge boxing glove appears and knocks him to the ground. Another enjoyable thing is the lift which, once sussed, allows you into a new series of rooms.

These features coupled with the game's superb graphics and easy playability mean that most people will fall in love with it straightaway. Playing it will give hours of teasing frustration, interrupted just often enough by exhilarating breakthroughs which open up new sections of the game.

Of course the big question is: how long will interest last? Will the game be solved in a few days and then be left idle on the shelf? Or will it prove impossible and be given up in frustration?

Our feeling is that Mikrogen have pitched the game at just the right level. It's solvable, but it'll take ages. For example, after a weekend's entertaining play, I still have no clue what to do with some 75 per cent of the objects (I'm mad keen to find out!)

However, even when it is solved the game won't lose all interest, because following a suggestion by PCG, Mikrogen have incorporated a unique feature. The program actually counts the number of steps that Wally takes, so that even once you've completed the game, you can always try again, this time aiming to do it more efficiently.

And for those who haven't completed it there's a percentage rating which will reveal what proportion of the puzzles you've solved.



● It takes time to get to the roof



● Get the orb before the 3-ton weight drops!



● Wally in the loo – look out for the ghostly hand

I've no doubt that *Pyjamarama*'s going to be a massive hit, and perhaps the first of a new genre of computer games. It's certainly a hundred times better than its predecessor, *Automania*, and, if Mikrogen's hint-dropping department is to be believed, the program's central character may well be used again in future games in an attempt to create a sort of Wally cult.

Sticking to the present day, one thing at least is clear. After a year's searching, PCG has at last found its Wally of the month.

Chris Anderson



● It's possible to slide down the bannisters – and it could prove useful

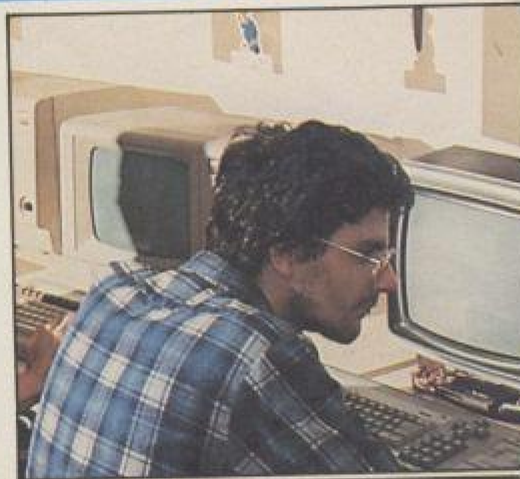
Creation by teamwork

The main programmer of *Pyjamarama*, 19-year-old Chris Hinsley is as excited as everyone else about his new creation.

'No one's ever got the full adventure blend into an arcade game before,' he told PCG. 'It's a new breed altogether.'

Its roots, he admits, lie in Ultimate's *Atic Atac*, but Hinsley thinks the company have gone downhill since then. 'I don't think they succeeded in producing a better game with *Sabre Wulf*. It's simply *Atic Atac* part 2. You just run around collecting things. That's why I think we've made a fairly big step forward with this game.'

The basic idea was a team effort – Mikrogen staff sat around a table and tried out suggestions against each other. But once the plot had been worked out Hinsley (with other programmers helping on the graphics) spent a month and a half turning it into an all-colour all-action reality.


● Chris Hinsley

It's an impressive piece of work from a guy who, like thousands of others, caught the computer bug from a ZX81 three years ago.

He's been working full-time for Mikrogen in Ashford, Middlesex since pulling out of a college computer course last Christmas – another lucky drop-out who's made good.



Wilf v Willy

The idea that *Kokotoni Wilf* was a new pop star was shattered when I played the tape and found it to be a computer program.

Young Wilf is a magician's apprentice who has been sent back in time by his ageing mentor to collect the scattered pieces of the Dragon Amulet. Wilf has to recover the fragments from six time zones and reach a time-gate to take him onto the next zone.

You move either by flying with a pair of wings provided by the magician or by walking. You start in the age of the dinosaurs and on each screen these prehistoric beasties and other hazards bar your way to the piece of amulet.

This first level is easy and for this reason more experienced players can start on the second or third time zones. The obstacles in your way change between zones but there is the usual platform-game behaviour of following simple patterns which you have to get past.

Many things are deadly to Wilf's touch, including innocent-looking bushes and purples spikes on the floors and ceilings. This means you have to stay in the air a lot and this is where control is most crucial since you cannot hover but keep moving up and down with the effects of flapping and gravity.

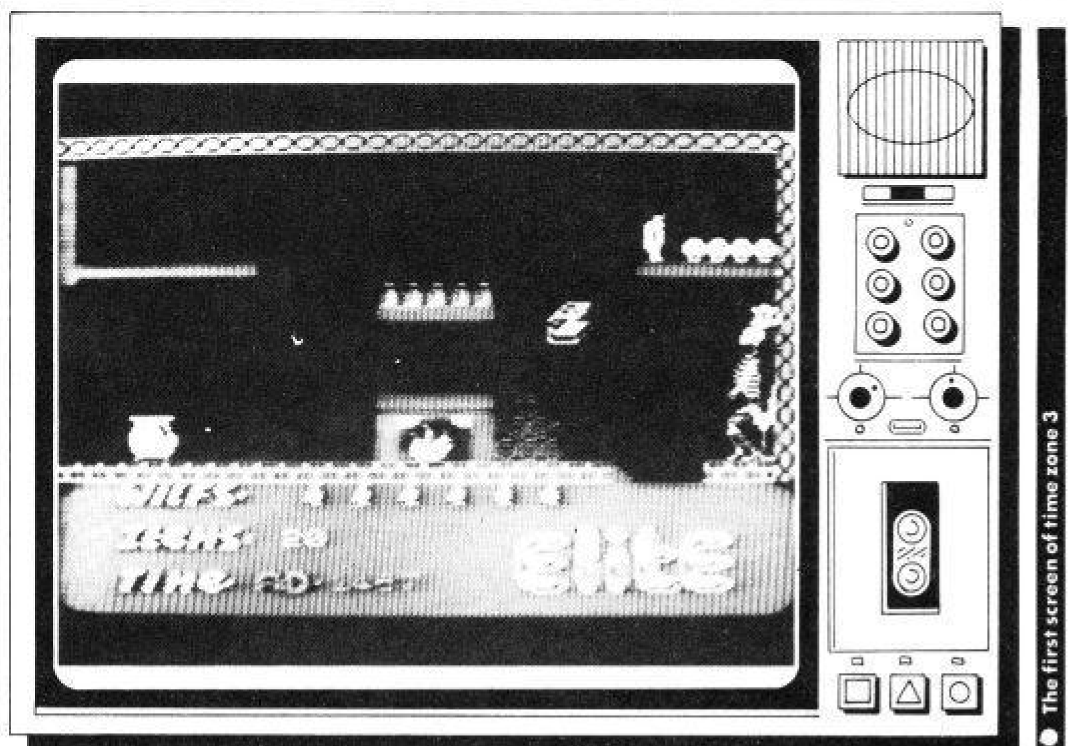
The screens are nicely depicted but usually don't have much moving on them. Some have only one route to the amulet fragment while others can be got at from several directions. The need for precision flying is vital on later screens since the pieces are tucked away in hard-to-reach spots and one slip of the wing could lead to disaster.

There are over 60 screens, some set above ground and others deep in the bowels of the earth where you encounter bats, killer plants and even a fish in an underground lake.

Completing the game will give a message telling you why you were sent on the quest but if level three is anything to go by it will take a long while before anyone discovers the secret.

The game does not achieve its aim of stealing *Jet Set Willy*'s crown as number one arcade adventure but it has enough depth to be a real challenge.

Bob Wade



The first screen of time zone 3

GAME: KOKOTONI WILF
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CURS, SINC
FROM: ELITE, £5.95

GRAPHICS	7
SOUND	4
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7



PANEL POINTS

This game grew on me steadily the more I played it. To begin with, I felt it was rather lacking in excitement – the screens aren't exactly bursting with activity at the lower levels – but the further I got the more hooked I became.

It's very easy at first but there is no indicator to show how many items you have collected so you must keep track yourself.

You'd think that because there is only one object to be collected on each screen the game would be a bit limited, but in fact I found this a very compelling feature. Each screen became a real challenge to overcome, and some of them defeated me entirely. So, I haven't yet discovered why I was sent on the quest. In the meantime there is enough to keep me interested, the graphics are excellent . . .

Steve Cooke

Companies who make grand claims for their games expose themselves to considerable risk. Elite say this game is better than *Jet Set Willy* and the fact is it isn't.

So the temptation for a reviewer is to switch off the computer in disgust and give the game a pasting. This would be unfair because although it doesn't live up to its hype, it is good.

For one thing it's well structured – you don't always have to start right at the beginning, and you can choose different routes around the various levels. The graphics are pretty without being stunning. The skill lies in accurate control and careful timing. Should give lots of fun to most players. Provided you don't expect another *Jet Set Willy*, you'll be well pleased.

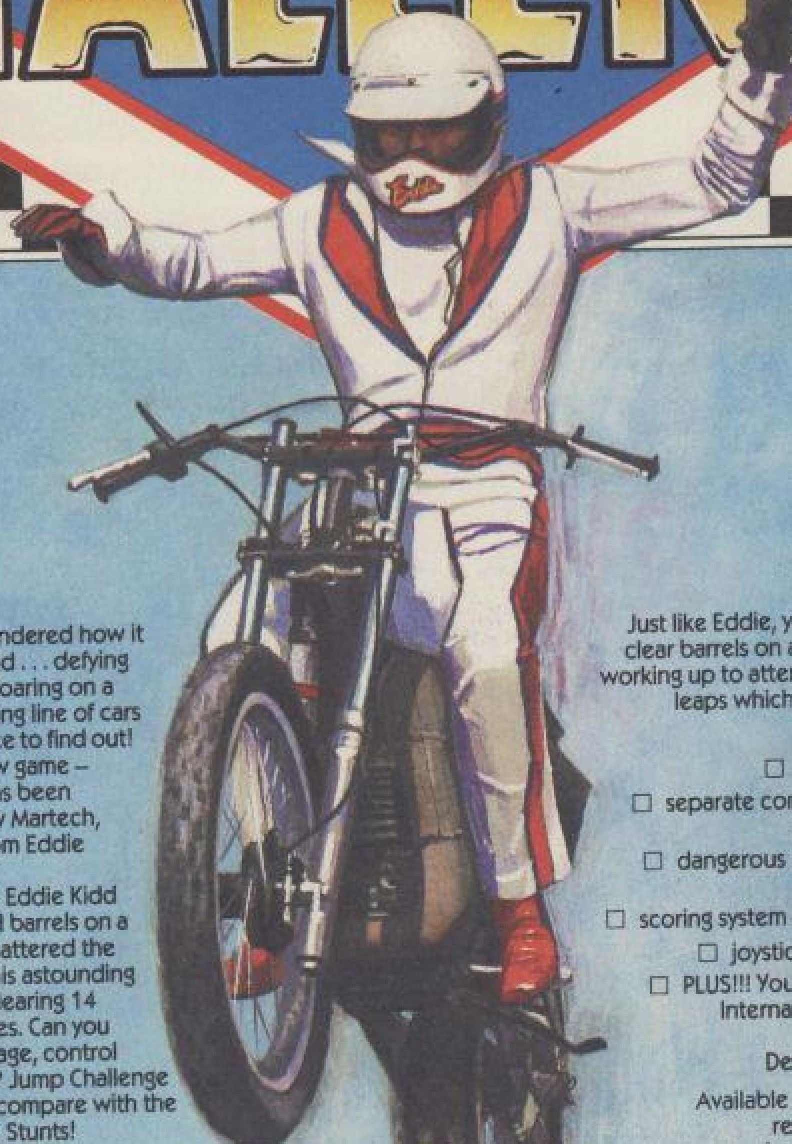
Chris Anderson

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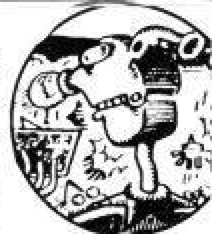
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GAME: BORZAK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: CHANNEL 8, £9.95

Are you a frustrated freak? Do you enjoy that tensed-up feeling? If so, *Borzak* is the game for you. It's not that each stage is so hard (they're really quite simple) it's just that they go on for so long that sooner or later you make a mistake, either through lack of concentration or, more likely, through boredom. Thus you can play for ages without getting anywhere at all.

As Borzak, the amazing bug-eyed beastie from Betelgeuse, your aim in the game is to travel through the six screens to reach your intergalactic craft. The reason why you have fallen to Earth is that while travelling in space you made a small mistake and got sucked into the Earth's atmosphere.

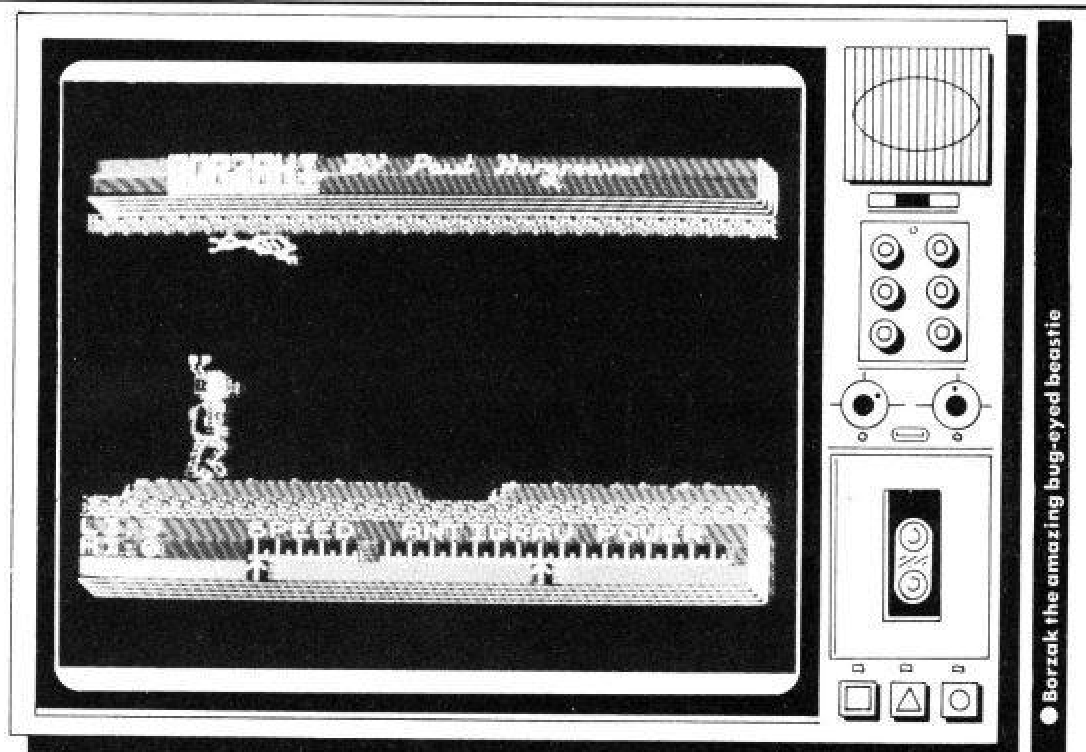
With dismay you realise that you are 85 Zorgs (85 whats?) away from your spacecraft and this is where the game starts. You control Borzak and you have to get back to your ship. On the first screen there are holes which eat you up if you jump into them – so don't!

To complicate the matter further there are flying objects (I think they're birds) which I have an uncanny knack of cracking my head open on.

Next the second screen and now you are being attacked by mutant frogs which are beautifully drawn. The third, fourth and fifth screens have obstacles such as pools of water and brick walls (risky), dragonflies and snakes (or are they worms?).

The sixth and final screen is the real killer. At first it seems similar to the first screen with holes and birds, but a huge steel claw emerges to drag you down.

The game has some nice options – for example, you may play on any level.



● Borzak the amazing bug-eyed beastie

Colour is well used and graphics are jerky but well designed. Overall, not very exciting. **Richard Boniface**

GRAPHICS	6
SOUND	5
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

PANEL POINTS

To be honest I'm not sure how to approach this game. It's sort of midway between *Moon Buggy* and *Scramble* but without the guns.

Graphics are reasonably good but they suffer from some flicker and the quality of the drawings could have been improved. Sound is used sparingly but it's good when it does crop up. Whether I'd pay the best part of seven quid for it is debatable. **Rob Patrick**

Due to the size of the characters the graphics look impressive initially, but are unconvincingly animated.

As for game-play, all I can say is if you want to get someone REALLY annoyed – buy them *Borzak*. **Peter Walker**

There is certainly nothing to set your pulse racing here.

The first screen is similar in concept to the classic *Moonbuggy* game of the arcade and was the only screen that kept me interested for a while.

The only possible motive that anyone could have for finishing this highly tedious game is the fact that at the end Borzak goes back to his own planet . . . **Martyn Smith**

GAME: TWILIGHT ZONE
MACHINE: SPECTRUM
CONTROL: KEYS, JOY
FROM: THOR, £5.95

Sounds vaguely familiar? Why yes, it sounds like *Lazer Zone* from Llamasoft. Indeed it is almost identical. You find yourself controlling two laser guns on X/Y axes and have to shoot invading aliens. There is a set time for which you have to survive the decidedly unfriendly company of each wave.

It is depressing to see games houses cloning other micro games. **Tony Takonshi**

GRAPHICS	6
SOUND	2
ORIGINALITY	0
LASTING INTEREST	4
OVERALL	4

GAME: TURTLE TIMEWARP
MACHINE: SPECTRUM 16/48K
CONTROL: KEYS, JOYSTICK
FROM: SOFTSTONE, £4.95

We have had all manner of creatures invading our micros and now turtles have made their way into a maze game.

These lovable, light blue reptiles must explore a maze in which eight question marks conceal a turtle to be rescued or a monster which is activated. If you find a turtle a house appears in one of the corners of the maze and you have to take it there.

Once all turtles are rescued returning to the centre of the maze timewarps you to the next maze. **Bob Wade**

GRAPHICS	5
SOUND	6
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6

GAME: BLACK HAWK
MACHINE: SPECTRUM
CONTROL: KEYS, KEMP, SINC, FULL, CURS
FROM: CREATIVE SPARKS, £6.95

Flying over occupied islands you have to blast your way through hordes of the enemy to reach and destroy their airfield.

The action is seen from above and comes in two different screens. It is fast and compulsive, although your craft and the white guided missiles can be hard to see on the attack screen. **Bob Wade**

GRAPHICS	6
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

GAME: BRAXX BLUFF
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC, KEMP
FROM: MICROMEGA, £6.95

In the past, Micromega have produced some excellent games, *Deathchase* and *Full Throttle* being amongst them. But if you expect their latest release to be as good, you'll be disappointed. It's really not in the same class.

The idea is sound enough. You must rescue three people from the planet of Braxx Bluff, by completing a number of tasks. First you must land on the planet by homing in on a beacon. Ignore the pretty 3D graphics that occupy the majority of the screen – to land at the right place you merely centre a dot on a tiny radar screen.

Having done that you proceed on foot towards the 'Hydro-crawler', zapping the bird-like creatures that try to stop you. Once inside the crawler you race across the deserts, marshes and finally a sea doing more zapping, until you reach your goal. Believe me, it's tough going.

To get onto the next screen you must amass a certain score and in some cases this is frustratingly difficult. Fortunately you can save your record onto tape, allowing you to skip the easy stages in future games.

Graphically the game is quite impressive. Though they are not particularly clear (and rather chunky) there are some good 3D effects. Sound too, is well up to par.

What really spoils this game is the sheer lack of playability. Though the stages are difficult, they are not really interesting enough to sustain any prolonged efforts. Indeed, I found the only reason for completing a task was to see if the next was more enjoyable.

In a way this is a shame. A lot of thought has obviously gone into the game and it has been put together very professionally. But for me it just didn't have that magic ingredient that makes a game truly addictive.

Peter Walker

GAME: HYPERACTION
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC, CURS, KEMP
FROM: SILVERSOFT, £5.95

At first glance, Silversoft's latest Spectrum release appears to be nothing more than a hybrid of *Pacman* and *Pengo*. However, play it a few times and you realise it offers a totally new and quite entertaining challenge.

The idea is fairly simple. You play the part of a nicely-drawn spider who must travel around a randomly generated maze either collecting objects or filling in the corridor in a certain colour. Naturally you are not alone, the maze being populated by the four obligatory nasties (thankfully not ghosts) who chase you in the usual anti-social manner.

However you can push the walls of the maze across passages, changing its shape and trapping nasties. You must be careful not to crush either them or the objects you must collect, for this loses you a life. Thus a significant strategy element is introduced, half the tactics being to trap the creatures in a small part of the maze, allowing you a clear run.

Silversoft have also apparently caught the Minter disease, for the stages have such names as 'Return of the Jelli' and 'Attack of the Mutant Chips'.

Graphically, the game is done well, with detailed backgrounds and smoothly animated characters. The sound isn't a let down either, with some quite satisfying noises being coaxed out of the Spectrum's pitiful speaker.

The spider is very easy to control and even if you don't own one of the supported joystick interfaces, the keys are sensible enough.

Overall, *Hyperaction* is a really rather playable game, the arcade feel being tempered by an interesting strategic element. There are a number of screens, each with randomly generated mazes, so the program's appeal should last. Nice one Silversoft.

Peter Walker

GAME: DANGER MOUSE IN DOUBLE TROUBLE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC, KEMP, PROT, FULL
FROM: CREATIVE SPARKS, £6.95

Go on, admit it – you watch Danger Mouse on television, don't you? Well, now you can play and enjoy a highly original and amusing game from Creative Sparks based on the series.

You control the rodent super-agent whose mission this time is to deactivate an android clone of himself. This has been built by his arch-enemy Baron Silas Greenback in a remote jungle.

First you'll have to get there in your flying car but don't expect a quiet trip. Greenback has sent out squadrons of robots to stop you. You must dodge or destroy these using, for some reason, a note from the car's juke box. Strange, but fun.

Once in the jungle, you jump crocodile-infested rivers and move any pumas blocking your path by starting an elephant stampede with your Tarzan call. Honest!

However, all this is nothing compared with the final stage. In order to disable your double you must press certain buttons, which Greenback has somewhat discourteously surrounded with a high voltage fence. So how do you press them? Yes, you've guessed it, you jump over the fence and balance on the buttons with your index finger! Who said Spectrum software was all the same?

What really sets the game apart from the crowd is the quality of the graphics. All the characters are easily recognisable and well animated, especially Danger Mouse.

My only important reservation with this game is the possible lack of really long-term appeal. With only two skill levels, the tasks might get a little easy after a while. Still, this is a beautifully presented game and should be immensely popular with all Danger Mouse fans.

Peter Walker

GAME: AVALON
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, CURS, SINC
FROM: HEWSON, £7.95

There's no doubt about it, *Avalon* is a remarkable game, but it suffers from serious playability problems.

There is a very attractive screen border and the main playing area occupies the centre of the display. Coloured lines sketch out your current location, a room with one or more doors, and a small seated figure, Maroc the Wizard.

Maroc the Wizard can, with the help of a spot of magic and your joystick, float about the screen picking up objects (by passing over them) and avoiding contact with various malevolent sprites.

As you wander from location to location you collect spells and other useful items in your quest to destroy the Lord of Chaos. There are eight levels and 200 locations to explore, and this is where the playability problems arise.

To open a door you move Maroc up to the door knob and the door swings open. The trouble is that to close it you do the same thing, so unless you're careful you may find yourself opening a door and then closing it again before you have managed to get through it.

The control problems are a pity because *Avalon* has a lot of novel features. There are a large number of spells to be found, allowing you to renew your energy supplies, attack your enemies, and even command a small wraith-like 'Servant'.

Unfortunately, even selecting spells requires almost superhuman dexterity if you're in a hurry. The spell names appear on a scrolling list at the bottom of the page which you flick through with the aid of your joystick, but the list scrolls so fast that selecting the spell you want is very hit-and-miss.

Avalon scores over its cousin, Ultimate's *Atic Atac*, in terms of size and complexity, but you'll need eleven fingers and a lot of patience if you're going to get the most from it.

Steve Cooke



RUM • SPECTRUM • SPECTRUM

PANEL POINTS

Another one of Micromega's 3D games and perhaps the best yet. It's a challenging game with very good graphics. The detailed landscapes scroll by smoothly in superb colour.

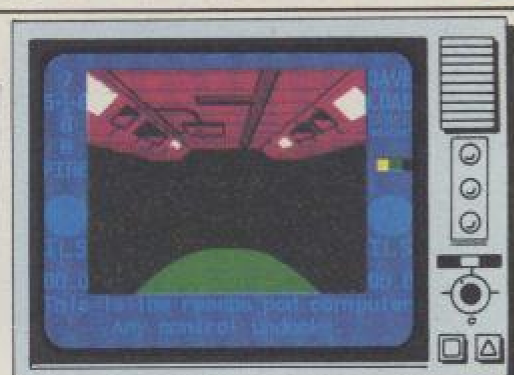
Even the first part of the game – the landing – is hard to get past. So things can move a bit slowly. The mission from then on is a real battle and great fun. With so many different types of games (including a sort of diving simulation in a moon buggy) included in one program *Braxx Bluff* is a game not easily mastered.

Overall a very good game and another hit for Micromega. **Martyn Smith**

Braxx Bluff is the latest offering from Micromega and, as is becoming usual for them, it features sheet after sheet of amazingly smooth 3D graphics. These certainly make for a beautiful-looking game. The trouble with *Braxx* is that it's so difficult there's little chance of seeing the higher levels. I was lucky – my review copy had the higher stages saved on the B-side.

However, it is an intriguing game and the persistent should find it enjoyable – so long, that is, as they save each new sheet on to tape.

Robert Patrick



GRAPHICS	8
SOUND	6
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	6

PANEL POINTS

This is most definitely a maze game and despite having lots of different screens and constantly changing mazes it cannot be disguised as anything else.

Not that I didn't like it, it was just extremely difficult to play, particularly the first screen.

The game is well named since you have to think very fast under pressure.

Bob Wade

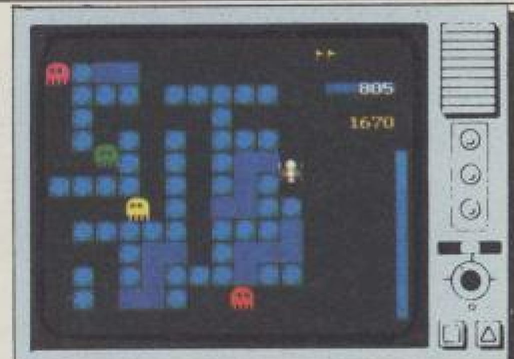
This is an exceptionally hard game to get to grips with.

The sound is not brilliant, and another thing I didn't like was not being able to crush the nasties with the blocks. If you do so, you die. However, persevere, you'll enjoy it. **Samantha Hemens**

Hyperaction proves that a game doesn't need an elaborate plot to be addictive.

The clear, colourful graphics and imaginative sound effects show a polished finish to a game of blistering pace.

A very exciting and tricky game which manages to combine a need for thought with fast action and with different screens, each requiring different skills. It should push the most competent player to the limit. Excellent. **Martyn Smith**



GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

PANEL POINTS

This game is definitely for the young-at-heart. The graphics are amazingly detailed and are so cartoon-like that anyone coming into the room could be forgiven for thinking that this was the real TV cartoon. DM and Penfold move magnificently.

The sound has been well thought out with car motors, crocodiles' teeth snapping and of course there's the DM theme tune. I found this game amusing and addictive, I mean it can't be anything but addictive when you're everyone's superhero trying to save the world.

Richard Boniface

Thorn EMI are one of the few 'big' companies that have entered the software market and have produced high-quality software, under the Creative Sparks label. *Danger Mouse* is a good example.

I hope this is only the first in a series of DM games. **Robert Patrick**

The jungle screens take time if you can be bothered to get the bonus. The android-mouse finale is fairly entertaining but it won't have you fainting with excitement. *Danger Mouse* is not a game I would recommend.

Martyn Smith



GRAPHICS	9
SOUND	5
ORIGINALITY	9
LASTING INTEREST	7
OVERALL	8

PANEL POINTS

If I bump into one more door or get pursued by one more zombie-like soldier I am going to scream so loud it will blow every semiconductor for miles.

That's the trouble with *Avalon* – it's desperately frustrating to play and gives little reward to the player in the form of treasure or killing.

The animation and rooms are pretty enough and your character's actions and spells are certainly clever. But boy, is this a tough game to settle into. Not that there aren't easy ways for Hewson to improve the playability. Less persistent enemies would be a blessing. Most of all, this program needs a smaller wizard or bigger doors... **Bob Wade**

It seems to me that the most important innovations in the Spectrum games field have come out of the adventure genre. Take, for example, *The Hobbit* and *Atic Atac*. *Avalon* seems to belong in the same vein.

Hewson have produced a potentially excellent game which falls down a bit on playability. Control is difficult even with a joystick and despite reams of instructions it's a hard game to get into.

Rob Patrick



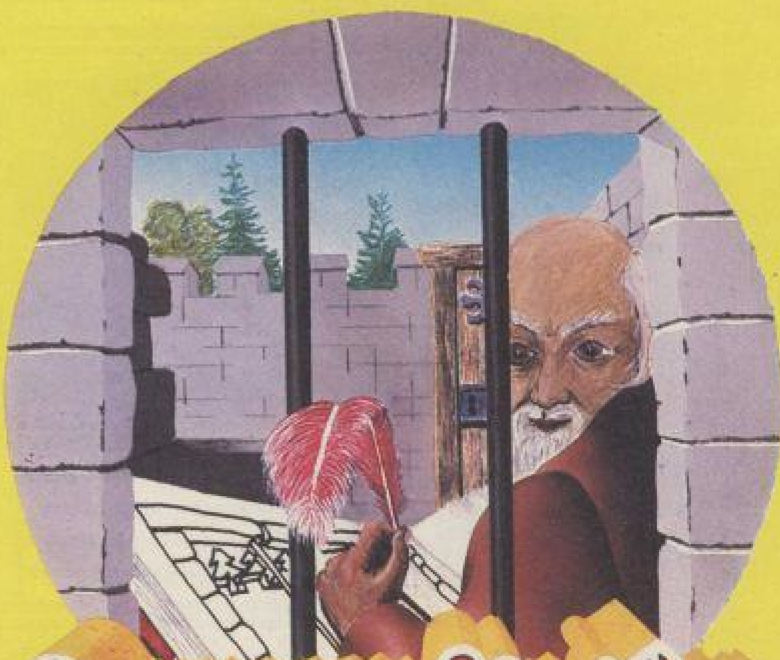
GRAPHICS	8
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7

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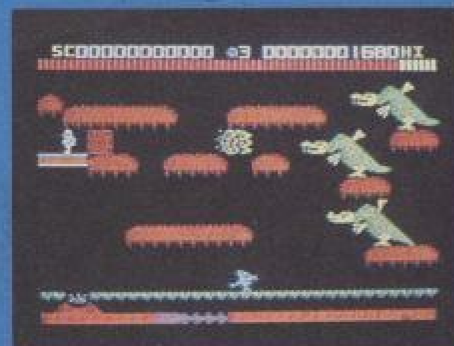
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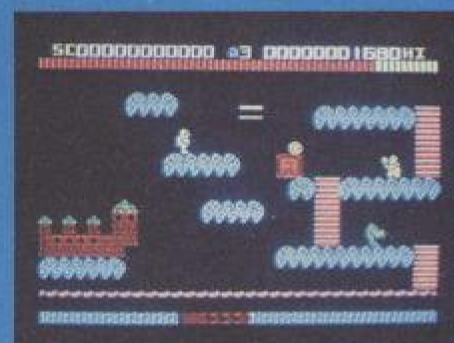
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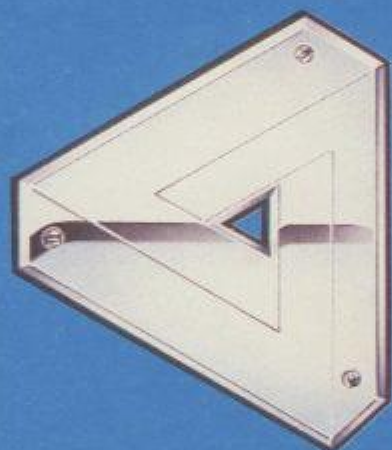




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Author – Patrick Richmond

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   1 REM ********RACE***********
   2 REM ****By CARL FENNELL****
   3 REM ********24/4/84********
   4 BORDER 7: PAPER 7: INK 0: C
LS
   5 LET RACE=1: LET HORSE1=28:
LET HORSE2=28: LET HORSE3=28: LE
T HORSE4=28
   6 LET E$="ALDANITI": LET F$="
SPARTAN MISSILE": LET G$="SUNNY
BOY": LET J$="JUMPING JACK"
   7 LET GTOTAL=1000
   8 GO SUB 8000
   9 GO SUB 7000
  10 LET HORSE1=28: LET HORSE2=2
8: LET HORSE3=28: LET HORSE4=28:
 LET J$="JUMPING JACK"
  20 LET A$="ABC
            DEF "
  30 LET B$="ABC
            DEF "
  40 LET C$="ABC
            DEF"
  50 LET D$="ABC
            DEF "
  51 LET W$="GHI
            JKL "
  52 LET X$="GHI
            JKL "
  53 LET Y$="GHI
            JKL "
  54 LET Z$="GHI
            JKL "
  55 LET K$="jdg k  ldg jdg o  k
 dlcdlcdlc    omn k  k f omn kg k
  k  k  k     k f k  k f kaf k gk
  k  k  k     k f om omj k f k  k
 moi k moi"
  56 LET L$="jdg ldg jdg ldg dlc
jdg o  k      gmi omj omn omj  k
omn kg k        f k   k f k f  k
k f k gk      gmj k   k f k f  k
k f k  k
              o  n dlcjdg jdg dlc
 k   jdg      kgjf  k gmi gmi  k
 k   om       k  f  k   f   f  k
 k   k        k  f  k gmj gmj moi
 omm gmj"
  57 LET M$="jdg k f o   ko   kk
 f            gmi k f kg  kkg  kk
 f              f k f k g kk g kg
mn            gmj gmj k  gkk  gk
 f            mmmmmmmmmmmmmmmmmmmm
mn
                        ldg jdg k
f                       omj k f k
f                       k f k f gm
n                       omj gmj
f                       mmmmmmmmmm
n"
  58 LET N$="      f k f o  n ldg
dlco   f jdg      f k f kgjf omj
 k kg  f k b      f k f k  f k
 k k g f kbh   gmj gmj k  f k
moik  gn gmj
                                f
jdg jdg k j                     f
omn k   kj                      f
k f k   li                    gmj
k f gmj kbi
        k bi
        k  bi"
  59 LET O$="              k  f jdg
 o  f                   k  f k f
 kg f                   keif k f
 k gn                   gjgj gmj
 k  h"
  63 GO SUB 4000
  64 GO SUB 1000
  65 REM MAKE HORSES MOVE(RACE)
  69 PRINT AT 5,HORSE1;A$
  70 PRINT AT 7,HORSE2;B$
  80 PRINT AT 9,HORSE3;C$
  90 PRINT AT 11,HORSE4;D$
```

Forget the Camptown Races, the nags in this game will really have you gripping the edge of your seat. Type in this listing for some great graphics and all the excitement of winning – or losing – a fortune.

The game gives you £1000 to gamble with, and full instructions on how to play appear when the program is run. Whatever you do, don't run the program when there are a lot of people about – serious financial loss may folow. If you end up winning a fortune and don't want to stop, a save routine has been included.

In order to help you enter the program, all graphics characters have been printed out in italics. All italic letters should be typed in with the computer in graphics mode. To enter graphics mode you press the <CAPS SHIFT> and the 9 key simultaneously, and to exit the graphics mode you just press the 9 key.

Capital italic letters represent the corresponding user-defined graphics characters. Enter these in graphics mode simply by pressing the indicated letter. Lower case italic letters are used to represent the pre-defined graphics shapes which you can see on the top right-hand corner of the keys 1 to 8. Enter these in graphics mode as follows: letters 'b' to 'h' inclusive are entered by pressing keys 1 to 7 respectively. 'a' is entered by pressing 8. Letters 'i' to 'p' are entered in graphics mode + <CAPS SHIFT> according to the following: i press 7, j6, k5, l4, m3, n2, o1, p8.

See page 92 of your Sinclair user guide if you need further explanation.

Program breakdown
Lines

1-59 Define variables.
65-250 Movement of horses and actual race.
1000-1060 Printing to screen.
2000-2240 'Spartan' – winnings etc.
1100-1195 'Aldaniti' – winnings etc.
2500-2640 'Sunny Boy' – winnings etc.
3000-3140 'Jack' – winnings etc.
4000-4200 Work out odds, display horses, and choose horse routine.
5000-5060 Loser's message.
6500-6550 Money left.
7000-7050 Instructions.
7500-7540 Ten races over.
8000-8220 Graphics.
9000-9040 Out of memory routine.
9900-9973 End.
9975-9996 Save + verify.




```
 100 LET L=INT (RND*5)
 110 IF L=1 THEN  LET HORSE1=HOR
SE1-1
 120 IF L=2 THEN  LET HORSE2=HOR
SE2-1
 130 IF L=3 THEN  LET HORSE3=HOR
SE3-1
 140 IF L=4 THEN  LET HORSE4=HOR
SE4-1
 150 IF L=0 THEN  GO TO 100
 170 PLOT 15,70: DRAW 0,70
 180 IF HORSE1=0 THEN  LET J$="A
LDANITI": GO SUB 1100
 190 IF HORSE2=0 THEN  LET J$="S
PARTAN MISSILE": GO SUB 2000
 200 IF HORSE3=0 THEN  LET J$="S
UNNY BOY": GO SUB 2500
 205 IF HORSE4=0 THEN  LET J$="J
UMPING JACK": GO SUB 3000
 210 PRINT AT 5,HORSE1;W$
 220 PRINT AT 7,HORSE2;X$
 230 PRINT AT 9,HORSE3;Y$
 240 PRINT AT 11,HORSE4;Z$
 250 GO TO 65
 999 STOP
1000 REM DRAW FENCES ETC. ON RAC
E TRACK
1001 PLOT 0,140: DRAW 255,0: PLO
T 0,60: DRAW 255,0
1010 FOR N=0 TO 255 STEP 10: PLO
T N,140: DRAW 0,10: NEXT N: PLOT
 0,150: DRAW 255,0
1020 FOR N=0 TO 255 STEP 10: PLO
T N,60: DRAW 0,10: NEXT N: PLOT
0,70: DRAW 255,0
1030 PLOT 15,70: DRAW 0,70
1040 PLOT 20,140: DRAW 0,20: CIR
CLE 20,165,5
1045 PRINT AT 0,12;"**RACE NUMBE
R="; FLASH 1;RACE; FLASH 0;"**"
1050 PRINT AT 0,4;"FINISH"
1055 PRINT AT 15,0;W$;" "; OVER
```



RUM • SPECTRUM • SPECTRUM

YMARKET BY CARL FENNEL

```
1;E$; OVER 1;AT 17,0;X$;" "; INK
 0;F$;AT 19,0;Y$;" "; INK 0;G$;
OVER 1;AT 15,15;Z$;" "; INK 0;J$
;
1056 PRINT AT X1,X2; FLASH 1;H$
1060 RETURN
1100 IF H$<>E$ THEN  GO SUB 5000
1101 CLS : PRINT K$: PRINT : PRI
NT O$: PRINT '"YOU BET ";MONEY:
 PRINT "AT THE ODDS OF ";ODDS1;"
-1"
1110 LET TOTAL=ODDS1*MONEY+MONEY
1115 LET GTOTAL=GTOTAL+TOTAL
1120 PRINT '"YOU'VE WON "; FLAS
H 1;TOTAL; FLASH 0
1160 PRINT AT 21,0;"'N' TO STOP.
ANY KEY TO CONTINUE"
1170 IF INKEY$="" THEN  GO TO 11
70
1180 IF INKEY$<>"N" THEN  GO SUB
 6500
1190 IF INKEY$="N" THEN  GO TO 9
900
1195 GO TO 1170
2000 IF F$<>H$ THEN  GO SUB 5000
2001 CLS : PRINT L$: PRINT : PRI
NT O$: PRINT ''"YOU BET ";MONEY
: PRINT "AT THE ODDS OF ";ODDS2;
"-1"
2010 LET TOTAL=ODDS2*MONEY+MONEY
2015 LET GTOTAL=GTOTAL+TOTAL
2020 PRINT "YOU'VE WON "; FLASH
 1;TOTAL; FLASH 0
2200 PRINT AT 21,0;"'N' TO STOP.
ANY KEY TO CONTINUE"
2210 IF INKEY$="" THEN  GO TO 22
10
2220 IF INKEY$<>"N" THEN  GO SUB
 6500
2230 IF INKEY$="N" THEN  GO TO 9
900
2240 GO TO 2200
2500 IF G$<>H$ THEN  GO SUB 5000
2501 CLS : PRINT M$: PRINT : PRI
NT O$: PRINT "YOU BET ";MONEY:
PRINT "AT THE ODDS OF ";ODDS3;"-
1"
2505 PRINT
2510 LET TOTAL=ODDS3*MONEY+MONEY
2515 LET GTOTAL=GTOTAL+TOTAL
2520 PRINT "YOU'VE WON "; FLASH
 1;TOTAL; FLASH 0
2600 PRINT AT 21,0;"'N' TO STOP.

ANY KEY TO CONTINUE"
2610 IF INKEY$="" THEN  GO TO 26
10
2620 IF INKEY$<>"N" THEN  GO SUB
 6500
2630 IF INKEY$="N" THEN  GO TO 9
900
2640 GO TO 2600
3000 IF J$<>H$ THEN  GO SUB 5000
```



Program Libr

SPECTR



PECTRUM •

```
3001 CLS : PRINT N$: PRINT : PRI
NT O$: PRINT '"YOU BET ";MONEY:
 PRINT "AT THE ODDS OF ";ODDS4;"
-1"
3010 LET TOTAL=ODDS4*MONEY+MONEY
3015 LET GTOTAL=GTOTAL+TOTAL
3020 PRINT "YOU'VE WON "; FLASH
 1;TOTAL; FLASH 0
3100 PRINT AT 21,0;"'N' TO STOP.
ANY KEY TO CONTINUE"
3110 IF INKEY$="" THEN  GO TO 31
10
3120 IF INKEY$<>"N" THEN  GO SUB
 6500
3130 IF INKEY$="N" THEN  GO TO 9
900
3140 GO TO 3100
4000 REM DISPLAY HORSES & ODDS
4001 LET ODDS1=INT (RND*50)
4005 IF ODDS1=0 THEN  GO TO 4000
4010 LET ODDS2=INT (RND*50)
4015 IF ODDS2=0 THEN  GO TO 4010
4020 LET ODDS3=INT (RND*50)
4025 IF ODDS3=0 THEN  GO TO 4020
4030 LET ODDS4=INT (RND*50)
4035 IF ODDS4=0 THEN  GO TO 4030
4040 PRINT AT 0,12; BRIGHT 1; FL
ASH 1; INVERSE 1;"CAPS LOCK!!"
4050 PRINT AT 2,0;W$;" ALDANITI
WITH THE                ODDS OF "
;ODDS1;"-1"
4060 PRINT AT 5,0;X$;" SPARTAN M
ISSILE WITH THE         ODDS OF "
;ODDS2;"-1"
4070 PRINT AT 8,0;Y$;" SUNNY BOY
 WITH THE               ODDS OF "
;ODDS3;"-1"
4080 PRINT AT 11,0;Z$;" JUMPING
JACK WITH THE            ODDS OF
";ODDS4;"-1"
4090 PRINT AT 16,0;"GRAND TOTAL=
"; FLASH 1;GTOTAL
4091 PRINT AT 18,0;"RACE NUMBER=
"; INVERSE 1; FLASH 1;RACE
4095 INPUT "NAME OF HORSE ";H$
4096 IF H$="ALDANITI" THEN  BEEP
 .1,12: LET X1=16: LET X2=5: GO
TO 4101
4097 IF H$="SPARTAN MISSILE" THE
N  BEEP .1,12: LET X1=18: LET X2
=5: GO TO 4101
4098 IF H$="SUNNY BOY" THEN  BEE
P .1,12: LET X1=20: LET X2=5: GO
 TO 4101
4099 IF H$="JUMPING JACK" THEN
BEEP .1,12: LET X1=16: LET X2=20
: GO TO 4101
4100 BEEP 1,-12: GO TO 4095
4102 INPUT "AMOUNT OF MONEY GOIN
G TO PUT ON HORSE IN ";MONEY
4103 BEEP .1,12
4105 IF MONEY>GTOTAL THEN  GO TO
 4101
4110 LET GTOTAL=GTOTAL-MONEY
4200 CLS : RETURN
5000 CLS : PRINT AT 2,0;"UNLUCKY
.";AT 4,0;"I'M AFRAID "; FLASH 1
;H$; FLASH 0;AT 6,0;"DID NOT WIN
";AT 8,0;"THE HORSE CALLED";AT 1
0,0; FLASH 1; INVERSE 1;J$; FLAS
H 0; INVERSE 0;AT 12,0;"WON THE
RACE"
5015 IF GTOTAL=0 THEN  GO TO 900
0
5020 PRINT AT 21,0;"'N' TO STOP.
ANY KEY TO CONTINUE"
5030 IF INKEY$="" THEN  GO TO 50
30
5040 IF INKEY$="N" THEN  GO TO 9
900
5050 IF INKEY$<>"N" THEN  GO TO
5070
5060 GO TO 5020
6500 REM TOTAL AMOUNT OF MONEY
6501 CLS : PRINT AT 10,8;"lddddd
ddb                    k
  f                    k
  f                    k
  f                    ommmmm
mmn"
6510 PRINT AT 11,9; OVER 1;"GRAN
D";AT 12,9;"TOTAL=";AT 13,9;"";
GTOTAL
6520 BEEP 3,-12
6530 LET RACE=RACE+1
6540 IF RACE=11 THEN  GO SUB 750
0
6550 CLS : GO TO 10
7000 REM INTRODUCTION
7001 CLS : PRINT  FLASH 1;AT 0,5
;"WELCOME TO THE BLYTH JEX"; FLA
SH 0;"              "; INVERSE 1
; FLASH 1;"RACECOURSE"
7010 PRINT AT 4,0;"  YOU START T
ODAYS MEETINGS WITH": PRINT : PR
INT " 1000.YOU WILL HAVE TO BET
 THIS ": PRINT " ON THE RACES(AL
THOUGH HOW MUCH ": PRINT : PRINT
 " IS UP TO YOUR DISCRETION!)"
7015 PRINT "_____________________
___________"

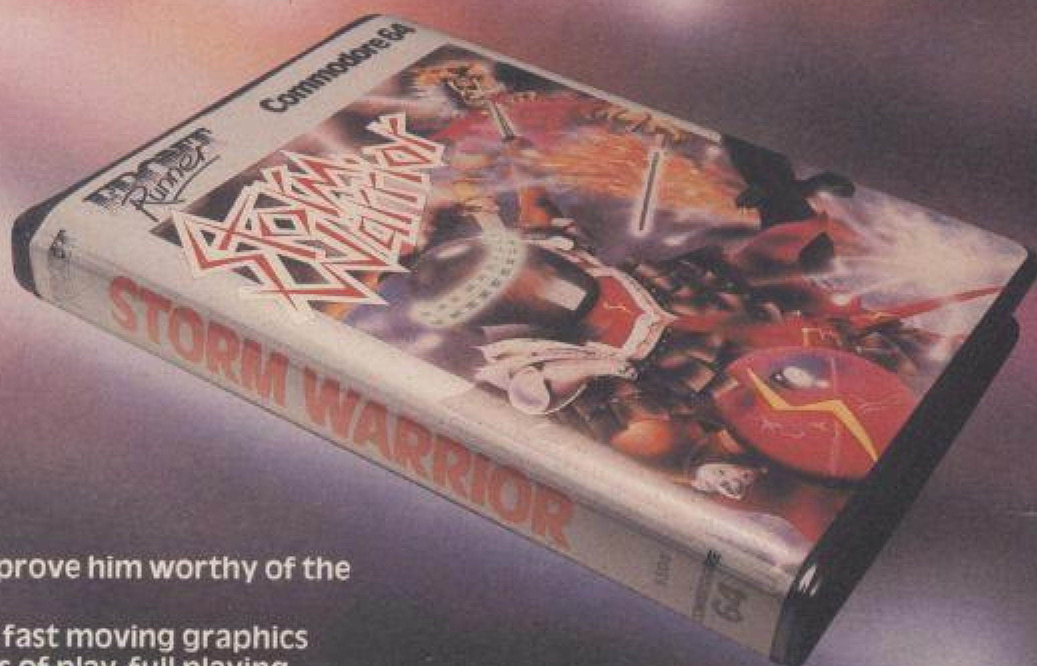
7020 PRINT : PRINT "  THERE WILL
 BE A TOTAL OF TEN": PRINT : PRI
NT " RACES. SEE IF YOU CAN BECOM
E": PRINT : PRINT " A MILLIONAIR
E BEFORE LUNCH!";
7030 FOR N=0 TO 30: PRINT AT 19,
14;"ABC";AT 20,14;"DEF": PAUSE 8
: PRINT AT 19,14;"GHI";AT 20,14;
"JKL": PAUSE 8: NEXT N: CLS
7040 PRINT  INVERSE 1;AT 10,10;
BRIGHT 1;"PUT COMPUTER";AT 11,10
; BRIGHT 1;"IN CAPS LOCK";AT 12,
10; BRIGHT 1;"    MODE     "
7045 PRINT  INVERSE 1; OVER 1;AT
 9,9;"emmmmmmmmmmmmi";AT 10,9;"f
";AT 10,22;"k";AT 11,9;"f";AT 11
,22;"k";AT 12,9;"f";AT 12,22;"k"
;AT 13,9;"bddddddddddddc": INVER
SE 0
7050 FOR N=0 TO 15: PRINT AT 7,1
5;"ABC";AT 8,15;"DEF": PAUSE 8:
PRINT AT 7,15;"GHI";AT 8,15;"JKL
": PAUSE 8: NEXT N: CLS : RETURN

7500 CLS : PRINT " UNFORTUNATELY
 THAT IS THE END   OF THE RACES.
YOU CAME AWAY WITH A GRAND TOTAL
 OF ";GTOTAL
7510 INPUT "NAME ";N$
7520 PRINT ''N$;" ON BEHALF OF T
HE": PRINT "BLYTH JEX RACECOURSE
"
7530 PRINT " I THANK YOU FOR BET
TING IN THE    RACES AND I HOPE Y
OU WON A LOT OF MONEY AND I HOPE
 YOU ENJOYED YOURSELF IMMENSELY"
7540 FOR N=0 TO 50: PRINT AT 18,
14;D$: PAUSE 8: PRINT AT 18,14;Z
$: PAUSE 8: NEXT N: RUN
8000 REM DEFINE GRAPHICS
8001 FOR N=USR "A" TO USR "G"-1
8010 READ A: POKE N,A: NEXT N
8050 DATA 0,8,28,30,63,115,99,3
8060 DATA 0,192,192,120,56,56,25
5,255
8070 DATA 0,0,0,0,0,0,192,224
8080 DATA 3,3,3,4,8,4,2,0
8090 DATA 255,255,131,129,129,13
1,133,0
8100 DATA 240,200,200,200,32,32,
64,0
8140 FOR N=USR "G" TO USR "M"-1
8145 READ A: POKE N,A: NEXT N
8150 DATA 0,0,4,14,31,63,49,1
8160 DATA 0,96,96,60,60,188,255,
255
8170 DATA 0,0,0,0,0,0,192,224
8180 DATA 1,1,3,5,9,16,32,0
8190 DATA 255,255,131,1,192,0,0,
1
8200 DATA 212,210,196,196,96,80,
160,64
8210 DATA "D","O"," ","Y","O","U
"," ","W","A","N","T"," ","T","O
"," ","S","A","V","E"," ","T","H
","I","S"," ","P","R","O","G","R
","A","M","(","Y","/","N",")"
8220 RETURN
9000 REM OUT OF MONEY
9005 CLS : PRINT AT 9,8; FLASH 1
;"OUT OF MONEY": LET Z=0
9010 INVERSE 0: GO SUB 9030
9015 INVERSE 1: GO SUB 9030
9020 LET Z=Z+1
9025 IF Z=10 THEN  GO TO 9100
9026 GO TO 9010
9030 FOR N=0 TO 30: PRINT AT 0,N
; BRIGHT 1;"p";AT 21,N; BRIGHT 1
;" ": NEXT N
9040 RETURN
9100 INVERSE 0: FOR N=0 TO 500:
NEXT N: RUN
9900 CLS : PRINT " YOU CAME AWAY
 FROM THE RACES": PRINT '"ON RAC
E NUMBER "; FLASH 1;RACE; FLASH
0: PRINT '" YOU CAME AWAY WITH
"; FLASH 1; INVERSE 1;GTOTAL; IN
VERSE 0
9910 PRINT AT 21,0;"PRESS A KEY
TO CONTINUE"
9920 PAUSE 0
9925 CLS
9926 FOR N=0 TO 31: BEEP .05,12:
 READ T$: PRINT AT 10,N;T$;: NEX
T N
9927 FOR N=12 TO 16: BEEP .05,12
: READ T$: PRINT AT 11,N;T$;: NE
XT N
9931 NEXT N
9935 LET CO=0
9954 LET CO=CO+1
9955 IF CO=50 THEN  RESTORE 8210
: GO TO 9925
9960 IF INKEY$="N" THEN  STOP
9970 IF INKEY$="Y" THEN  GO TO 9
975
9973 GO TO 9950
9975 INPUT "PROGRAM NAME? ";P$
9980 PRINT AT 17,0;"PROGRAM NAME
=";P$
9990 SAVE P$ LINE 1
9994 FOR N=0 TO 40: BEEP .1,N: N
EXT N
9995 CLS : PRINT  FLASH 1;AT 10,
10;"REWIND TAPE";AT 11,8; INVERS
E 1;"FOR VERIFICATION"
9996 VERIFY P$
```

Electrifying Action







Storm Warrior.

He needs no allies, his strength and agility will prove him worthy of the name – 'Storm Warrior'.

Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 58K of RAM. It features 5 levels of play, full playing demo mode on the first four screens, game freeze facility and a fast loading system.

Commodore 64 Tape £7.95 Disk £9.95 (including VAT.)

The White Viper.

A great graphics adventure in the land of Demons. Coming Soon.

Commodore 64 Tape £7.95 Disk £9.95 (including VAT.)

Dead City Rescue.

The mind blowing, fast loading, 100 screen graphics adventure featuring 5 different speeds of scrolling to give an incredible depth of perspective. Mentally stimulating, strategy packed, visually stunning!

Commodore 64 Tape £7.95 Disk £9.95 (including VAT.)

FRONT Runner

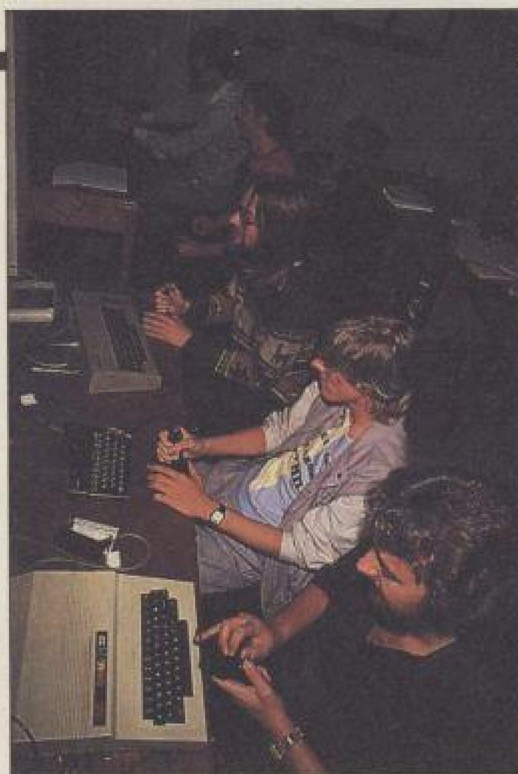
Meet the Challenge

Available from your favourite Software Retailer.



THE GREAT PCG P

THE CONTESTANTS: five famous men, who between them have programmed some of the most awesome games ever to load into your computer.
THE PLACE: a secret operations room in Central London — known as the PCG office.
THE EVENT: a fight to the finish!



What a day! It was the contest of all time as five great programmers met to do battle on each other's games for the coveted PCG Programmers Trophy.

Tension mounted even before play commenced. Terrifying stories had filtered through to the PCG offices of what Jeff Minter thought of Tony Crowther's games – would Jeff take his Revenge for Tony's recent chart-topping successes ... or would Tony himself go Loco and turn his joystick on the Manic Minter?

Nine feet tall

And what about Kevin Toms – rumoured to be at least nine feet tall? Just what sort of a mood would he be in after tearing his hair out over Doug Anderson's *Chuckie Egg* – would he start tearing everyone else's hair out as well?

Just to be on the safe side, the Editor sent in his deputy, Steve Cooke (who had no hair, and was, therefore, considered a safe bet), to mastermind the proceedings.

Dougie Anderson from A&F Software, the man responsible for *Chuckie Egg*, wheeled into the office looking – understandably – a little nervous. He was closely followed by Hewson Consultant's Steve Turner – the man responsible for *Avalon* and those dreaded Seiddabs. For a while everyone shuffled from one foot to the other, clutching program disks and eyeing the others cautiously. Then games were loaded and it was eyes down for the first round and ... Ye gods! All hell broke loose!

Gentle savage

Dougie Anderson, the man with the quiet voice and gentle smile, suddenly metamorphosed into a savage and un-



TONY CROWTHER
Company: Gremlin Graphics
Age: 19
Games: Loco, Son of Blagger, Monty Mole, Suicide Express
Tony 'I don't play games' Crowther took the championship in fine style, but fell down badly when it came to dealing with Italian waiters. 'Saute potatoes, sir?' inquired the luckless chap ... 'Er ... Chips ...' came the reply. Later he said he'd been to an INDIAN restaurant with an incomprehensible menu where they didn't serve processed peas.



JEFF MINTER
Company: Llamasoft
Age: 22
Games: Revenge of the Mutant Camels, Gridrunner, Ancipital, etc.
Signs his name Yak or Yak the Hairy – 'because it fits easier on hi-score tables'. Jeff's as fiery in real life as some of the characters in his games. Sent the PCG staff scuttling for cover as he grappled with the joystick and sent Seiddab after Seiddab to an early death to the cry of 'Got you, you son of a freemason!'.



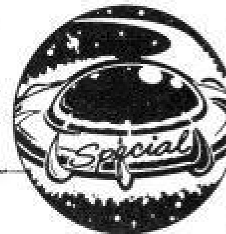
DOUG ANDERSON
Company: A&F Software
Age: 28
Games: Chuckie Egg
Doug's score on *Suicide Express* led to some interesting revelations about his private life. 'Ahem ...' he said, 'I used to practise on *Super Locomotive* in a sea-side arcade ... in between visits to the casino.' Apparently young Doug's quite a hi-scorer on Blackjack. 'I used to walk in with £10 and come away with about £30.' That's about 100 games of *Super Locomotive* per winnings, so no wonder he beat everyone else hollow.



KEVIN TOMS
Company: Addictive Games
Age: 27
Games: Football Manager
This giant of a man has one of the most familiar faces in the software business – it appears on every one of Addictive's advertisements. All the same, he says, 'Little people don't notice me'. Hardly surprising – most people can't see above his kneecaps. Really came into his own on *Chuckie Egg*, where time pressure robbed him of a better score.



STEVE TURNER
Company: Hewson Consultants
Age: 'Early 30s'
Games: The Seiddab Trilogy, Avalon
'It's a bug!! It's a bug!!' yelled Steve delightedly as he spotted a stray graphic on Tony Crowther's *Suicide Express* ... but he wasn't quite so cocky when confronted with *Ancipital* ... all he could manage was 'Help!!'. Don't be deceived, however, this man can scuttle a Seiddab quicker than anyone.



PROGRAMMERS SHOOT-OUT

principled demon. Gripping the joystick like a man possessed, he ran up a massive score of 22,920 on Crowther's *Suicide Express*, blasting everything in sight.

As the PCG staff cowered in one corner, in the other Crowther set to on Minter's *Ancipital*. 'I never play games,' protested Tony, sitting down and practically melting his Commodore 64 as he knocked off a brisk quarter million on the game first time off. If he can do this after one game, what hope is there for the rest of us?

Meanwhile, Kevin Toms was making an omelette out of *Chuckie Egg*, and Steve Turner had the satisfaction of seeing everyone else mowed down by Seiddabs in *3D Lunattack* on the Dragon, although the Manic Minter zapped his way furiously to a very respectable 300. This achievement was somewhat dimmed, however, when Steve sat down and gave a brief demonstration (unfortunately not eligible for championship points), running off a quick 1000 points with no bother at all.

In the end, the remarkable Tony Crowther moved into a commanding lead, with the extraordinary feat (for one who never plays games) of getting the highest score on every single game except *3D Lunattack*.

Italian dish

Other games played during the day included Menu Hi-Score, where the competitors vied with each other in attempting to order the most expensive dish in a nearby Italian restaurant. The scores in this particular game were so high that – in true *Space Panic* style – the PCG Editor turned first green, then white, and finally disappeared through the floor altogether.

Next came Oxford Street Frogger, where, having consumed large quantities of wine, the competitors attempted to cross the street without losing a life. Dougie Anderson dropped out at this point – though whether through injury or the influence of a nearby arcade remains open to question.

Yes, it was a day to remember. Their hearts were bold, their eyes were true, and the joysticks melted in their hands. They can't just program brilliant games, these boys – they can run off some fantastic scores as well. Congratulations to all who took part.

Steve Cooke



● The final line up

PLAYER	POINTS
Tony Crowther	11
Jeff Minter	9
Doug Anderson	7
Kevin Toms	2
Steve Turner	1

● Who scored what

	TOMS	TURNER	ANDERSON	CROWTHER	MINTER
Chuckie Egg	10,260	9,690	–	16,150	10970
3D Lunattack	180	–	240	290	300
Ancipital	131,934	94,006	150,005	269,923	–
Suicide Express	12,160	16,030	22,920	–	19,330
Dracula's Castle	–	2,650	3,560	4,090	3,610

● How the contest was run

Each programmer had to submit a game for the others to play. Competitors were not allowed to play their own game and were allowed 5 minutes preparation and 15 minutes playing time on each of the others.

The entrant with the highest score on each game received 3 championship points, second highest 2 points, and third highest 1 point.

The only exception made was in the case of Kevin Tom's *Football Manager*. It was felt that it would take too long for each competitor to play this game, so Kevin kindly supplied a new game, *Dracula's Castle*. This program is shortly to be released by Silicon Joy, Addictive Games' other label, as part of a games compendium for the Spectrum.

Here are the games they played:

- *3D Lunattack* on the Dragon (programmed by Steve Turner)
- *Ancipital* on the CBM 64 (by Jeff Minter)
- *Suicide Express* on the CBM 64 (by Tony Crowther)
- *Chuckie Egg* on the BBC (by Doug Anderson)
- *Dracula's Castle* on the Spectrum (from Silicon Joy)

Gremlin's topsy turvy prize

To reward Tony Crowther for his magnificent performance, we offered him space in the magazine to fill in any (legal) way he wanted to. Tony modestly passed the privilege on to company colleague Ian Stewart of Gremlin Graphics. His response, titled 'Gremlin's disgust at underhand advertising techniques' put us all in a spin.

It has come to our notice that certain companies have found the need to draw attention to themselves by having their advertisements printed upside down, thus requiring the reader to stand on his head whilst reading the mag.

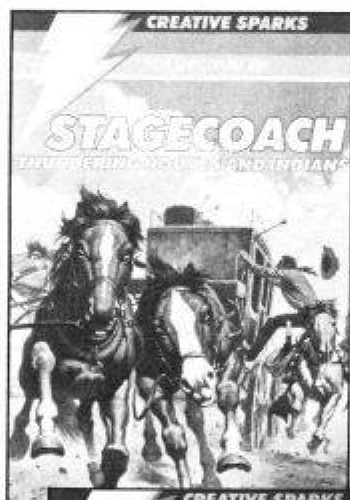
The dangers of this procedure were illustrated only last week. On walking into the Gremlin Graphics' office I found Tony Crowther, his girlfriend Lisa and our team of programmers in a rather confused state, standing on their heads, red-faced, their coffee spilt all over the floor. I at once took command of the situation, nailed their computers underneath their desks and turned their monitors through 180 degrees, thus enabling them to continue working.

Yours profoundly,

Trawets Nai, Scihparg Nilmerg.

FAST ACTION FOR YOUR SPECTRUM

Can your computer hold out?



STAGECOACH

A western action game for your Spectrum which really does provide something quite different and exciting.
You are Kidd Rivers, the hero of the game and you must leap aboard the runaway stage and guide it safely over the plains and through the treacherous mountains. Then just as you thought you were safe, fight off the attacking Indians.



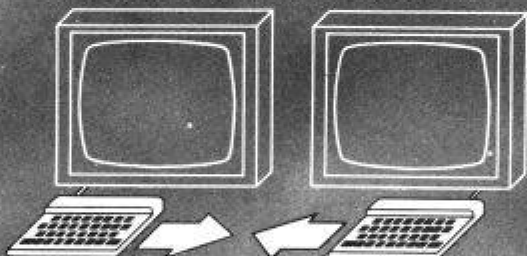
BLACK HAWK

You're flying the world's deadliest aircraft, however it would appear that your Command Centre has just sent you on the world's deadliest mission.
The ultimate in strategic action. This 100% machine code game offers the player two full graphic scrolling screens with over 30 levels of play.

DELTA WING

Delta Wing is an advanced flight combat simulator. It has been designed to give an excellent 'feel' for the tumble and roll of high speed flight. With 15 separate controls to monitor and incoming enemy planes to be dealt with, this program takes you and your Spectrum to the limits.
Delta Wing also allows TWO Spectrum computers to play against each other through the use of two Interface 1's.

MACHINE AGAINST MACHINE



CREATIVE SPARKS

Available from
All good computer software stockists.
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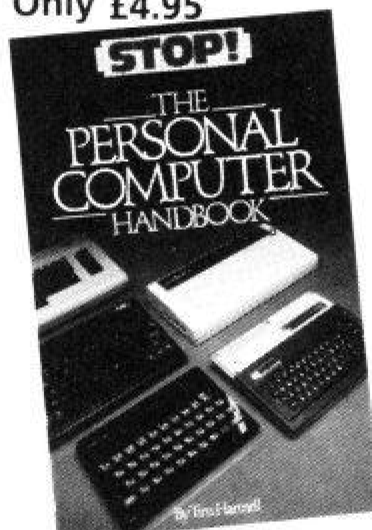
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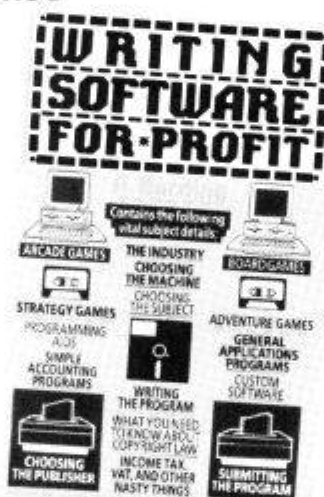


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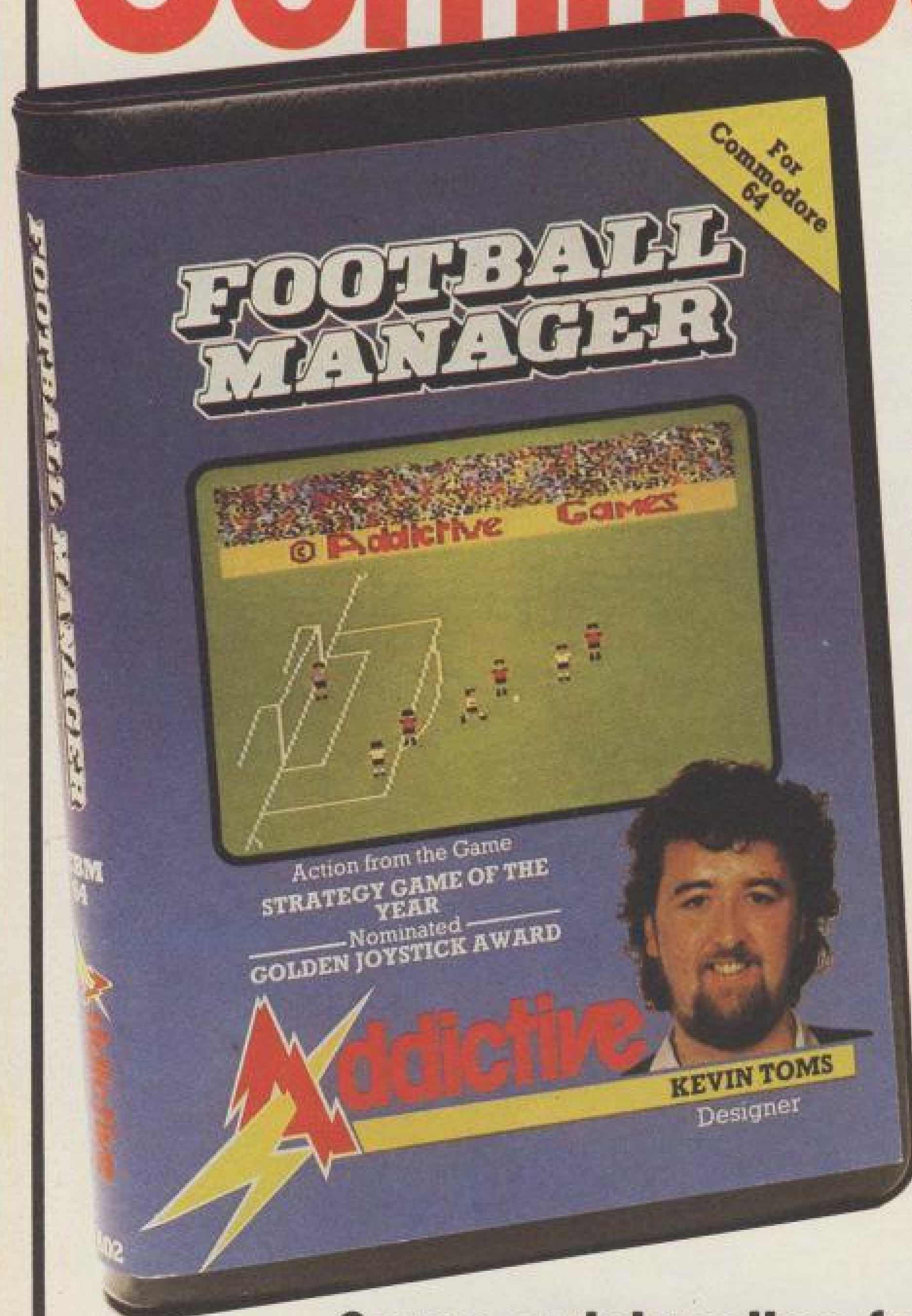


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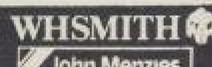
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TRICKS 'N TACTICS

PCG tips on high scoring in your favourite games

MASTERING MIDNIGHT

Great advice on winning at *Lords of Midnight* (from Beyond for 48K Spectrum) comes from Daniel Higgott of Newbury, Berks.

1. MORKIN'S QUEST. If you decide to try to seize the Ice Crown, it is vital that Morkin is on a horse at all times, otherwise when he gets close to the Tower of Doom he will become too tired to continue and the ice fear will be too cold for him to regain his strength.

If Morkin should lose his horse during a battle you should search for a pack of wild horses. When you find them, press 'choose' and then 'seek' and Morkin will find a new mount.

As Morkin moves closer to his destination he should stop for the night in any building, such as a keep or ice hall, as he will be safer and able to rest more easily.

The best and quickest route for Morkin is directly north between the mountains of Dodrak and Ashimar. When Morkin reaches the Plains of Ogaim he should move north-east to the mountains of Ugrak.

He should then move northwards until he is approximately halfway up this range. Going east, he will end up in a forest which he should make his way through in a north north-east direction to the Tower of Doom where he can seize the Ice Crown.

This route bypasses the heavily guarded citadels of Korand and Ushgarak.

2. A MILITARY VICTORY over Doomdark. To achieve this you should recruit as many lords and men as possible. Firstly, find the Lord of Shadows in the Forest of Shadows and send him to the Citadel of Marakith. Luxor should make his way to the Citadel of Shimeril while Rorthron goes to the Citadel of Gard. Every keep and citadel should be explored as it is likely that there will be men, or perhaps a lord, there to be recruited.

Luxor should then move to the Citadel of Morning and finally to that of Xajorkith. Shimeril should go directly to Xajorkith. The Lords Gard and Rorthron should also make their way there as this will be the gathering point of your armies. (From hereon I shall refer to lords by their principal name.)

When Shadows reaches Marakith he should go south to Xajorkith while Marakith goes to Kumar. He should then go south to the Forest of Dregrim and recruit Dregrim from the Citadel. They should then continue to Xajorkith.

Meanwhile, Kumar should go to Ithrorn recruiting Whispes. These three lords should then make their way as quickly as possible to Xajorkith as Doomdark's forces will be massing around there by now. You should have enough soldiers to keep them at bay.



Eventually Doomdark will realise that attack is futile and he will retreat. Wait until your forces have become utterly invigorated and then begin to move north. Luxor should go to the Keep of Utarg and recruit the Utarg of Utarg. They should then move north to the Citadel of Ithrorn while the remainder of your force from Xajorkith make their way north-west to the Plains of Blood then north to the Plains of Valethor.

The two forces of Luxor and Xajorkith should both make their way to the Forest of Dreams in which the Citadel of Dreams can be found. All forces should rest here until they are utterly invigorated.

You should then move your forces west-north-west to the Citadel of Kor. After Kor has been taken, move north and with a bit of luck and about 10,000 soldiers you should take Ushgarak and so defeat Doomdark.

Although this quest takes considerably longer than that of Morkin you will feel as though you have accomplished more.

NOTE: Fawkrin the Skulkrin as described in the 'Chronicles of Midnight' can be found on the Plains of the Moon.

Train stopping

Michael Aherne from Glasgow explains how to *Stop the Express* (Sinclair, 48K Spectrum)



Jump onto the 18th carriage and get the bird. Run to the end of this carriage and lie down. Wait until another bird comes along, let go of the first one and jump for the new one. Do this on every even numbered carriage, but if the redmen are about to get you, just let it go and run – until you can find the next one.

Cheating at Blagger

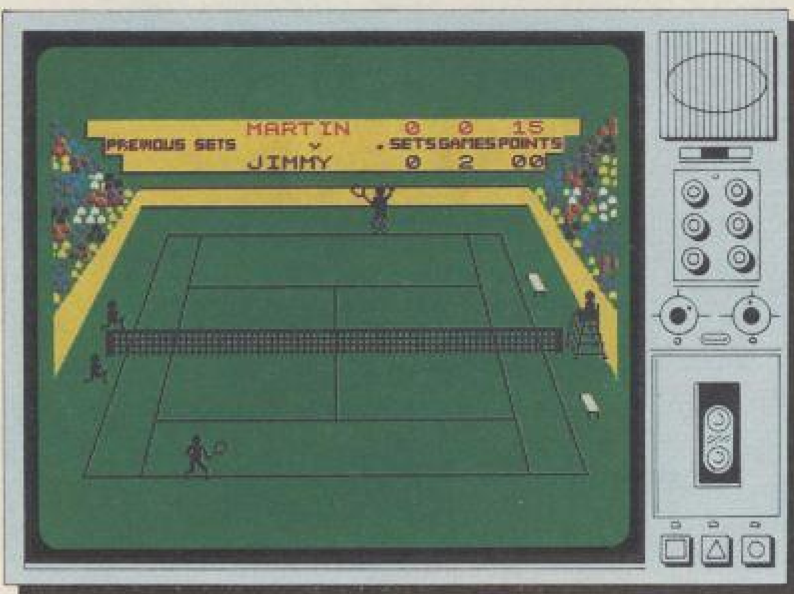
Darren Orme from Walsall reveals how to take short-cuts in Alligata's game for the '64.

This is how you get to any screen – tap the space bar very quickly and you will notice that the number of men at the side of the screen changes from 0 to 5.

Now press the CTRL key and any letter from @ to] (use the manual pp132-133) and you should go onto a different screen. CTRL+] takes you to the last screen, CRTL+C to the 4th screen and so on.

TRIUMPH AT TENNIS

Richard Thaw describes how to lick your Spectrum on Psion's *Matchpoint*



BALL SPEED. In the Quarter Finals, the ball pace is slow, while in the semis it can be speeded up or slowed down. The finals are mainly in fast and super-fast pace! To change the speed of the ball, hit it moving forwards (fast speed) or moving backwards (slow speed).

SERVICES. When it is your service, hold down the key to go forwards and press the swing racket key. This has the effect of speeding up your service. A service will move slower and be more lobbed than hit if you hold down the Backwards key and swing racket.

Another useful tactic is to hold down the Left or Right key while doing the above, and the ball will move to the right or left in the receiver's court. These tactics will increase your chances of serving an ace or troubling your opponent.

RECEIVING SERVICE. It is easiest to stay on the backline. But to play back good services from your opponent and get in the all important good return of serve, you should go straight to the mid-court line.

COURT POSITION. It is very important to have good court position awareness otherwise you will be out played, especially in the final. Don't stay on the backline too much, as seemingly good shots can be reached easily by the opponent because of the length of time before the ball gets to him. Also, if you stay there too long, some of the computer's shots become unreturnable.

In the semis and final, however, you should only go to the net if you know you are going to hit a winner. Stay at the net too long and the computer will lob you. The best chance of winning at Match Point is mid-court play. This allows you to get to net and backline easily. Also, make sure you know where the ball bounces as the computer can play longer and shorter shots to catch you unawares.

RACKET CONTROL. This is another key to success. The powerful volley is achieved by hitting the ball in mid-air, in the middle of the racket swing, while moving forwards! The lob is the same procedure except you move backwards. If you hit the ball with what seems to be the wood of the racket, the shot will be straight, so learn to make contact in the middle of the racket.

My final tip is – be positive when moving on court! Quick and precise movements allow shots which are unattainable when you stagger around like a man with one leg! Also, beware Psidney in the final – he's John McEnroe in disguise!

SUCCESS AT SOCCER

James Baker from Burton-on-Trent tells '64 owners his tips on Commodore's *International Soccer*



ON GOAL KICKS place your player on the edge of the screen, in front of the goalkeeper. As the ball is kicked move your man, keeping up with the ball. As the ball lands, your player is in a good position.

WHEN ATTACKING use the wings to shoot from. After progressing down the wing, cut in diagonally at the edge of the penalty area towards the goal and shoot. The ball will loop into the goal, while the goalkeeper only responds with a straight jump, nowhere near the ball.

REVENGE: the secret's out!

Jeff Minter's *Revenge of the Mutant Camels* for the Commodore 64 has a cheat mode, which we've been keeping secret for the last 11 months. But some people have now discovered it independently, and we think the game's been around long enough for us to pass it on – especially as there are bound to be a lot of zappers out there who haven't yet seen all 42 waves.

Just type in the word GOATS when the game is running and the words 'Cheat mode operative' come up on screen. You can then hit the space-bar at any stage during a wave to move straight on to the next wave. Easy, eh?

Note: People who pile up huge scores by this method are *barred* from the Challenge Chamber!

BUGGED BURGERS

Peter Simonds of Ely, Cambs reveals a safety spot in *Mr Wimpy* from Ocean for the Spectrum.

From level 2 onwards, there is a safe place where the nasties cannot get you. If a nasty has been squashed by a part of a beefburger, it will, after a while, reappear on a ladder at the bottom of the screen. If all the nasties are alive, then you can go onto this ladder and they cannot get you. Using this to escape from the nasties for a while, I have managed to score 49,850.



ALL THOSE JSW POKES

We're still getting deluged by letters containing Pokes to enable you to alter *Jet Set Willy*. We think it's time to print the best of those we've come across – hopefully this will be the last word on the subject (some hope!).

First of all a quick repeat of the method for debugging the program (we printed this in our July issue – it allows you to visit the attic without rendering certain other rooms impenetrable. It also clears a route to the Conservatory Roof). Load the first part of the program with the command MERGE"". Stop the tape when the message 0 OK,0:1 appears and enter:

CLEAR 32767:
LOAD""CODE

Now restart the tape. The rest of the program will load, but it won't auto run. When it has loaded, enter:

POKE 60231,0:POKE 42183,11:POKE 59901,82:POKE 56876,4

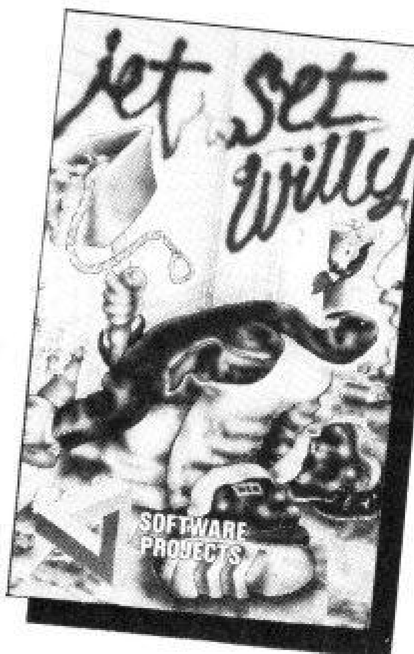
This corrected version of the program can be saved on a blank tape by entering:

SAVE"JETSET"LINE 10
SAVE"JSW"CODE 32768,32768

Once saved, you start the program with GOTO 40.

Now for the Pokes. To enter these, you simply load the first part of the program using MERGE"" as above. Then stop the tape and enter the Poke as a direct command. To load the rest of the program use RUN.

- POKE 35899,0 – Gives you infinite lives.
- POKE 37925,0 or POKE 38240,0 – Removes Maria and allows you to go straight to bed.
- POKE 36477,1 – Stops you dying after a long fall.
- POKE 36545,0 – Makes the Banyan tree a little easier.



- POKE 36358,0 – Makes Willy jump higher.
- POKE 37873,0 – You get all the objects in a room as soon as you enter it.

And some sillier ones...

- POKE 37863,0 – Makes most objects invisible by turning them black or yellow.
- POKE 37866,0 – Transfers the objects to different locations.
- POKE 37867,0 – Objects don't disappear when you collect them.
- POKE 37868,0 – Means that you walk through objects without collecting them.
- POKE 36353,44 – Means that you get sucked up a left-hand wall, if you jump at it, you can jump higher than normal.

One final repeated tip for confirmed cheats – by typing WRITETYPER when Willy is at the bottom of the stairs in the First Landing you can then transport instantly to any room by pressing simultaneously a combination of number keys 1-6, together with 9.

*For the Pokes additional to those we've already published, we'd like to thank **Jason Rolph** of Northampton, **Christopher Hester** of Baildon and **Zachary Ellwood** of Ilminster, Somerset.*

Safe pod in *Gridrunner*

Andrew Philpott of Hertford reveals the tactics which enabled him to score 315,030 at Llamasoft's game *Gridrunner* for the Vic 20.

The first thing to do as the game starts is rise vertically with the fire button held down all the time. Wait until the y-zapper goes past you shooting up at the line on the right.

Then move under the pod on the right and stay there. You can remain there for a long time while the y-zapper completes its round.

As you shoot the droids you may need to move up and down, but always stay on that particular line. When the droids go past you, stay up as far as possible and watch the left side of the screen for them to appear again.

Two last tips:

1. Try to get your lives up to nine and leave them as soon as possible.
2. The best joysticks to use, in my opinion, are the stiff Commodore ones. I do not recommend the larger joysticks, such as the Quickshot 1 and 2, although these are a lot better for many other games.

HAWKING FOR POINTS

Jeffrey Harris of Enfield, Middlesex on the '64 game *Blackhawk*.

Firstly, it's preferable to use a Quickshot II joystick for this game as you need one hand for the joystick and the other for the E and N buttons.



BOMBING RUN. Hit all the flashing objects, for if missed you will have more enemy fighters to deal with later on. This also applies to the buildings with flags. If there are a lot of objects to bomb, but enemy fighters look like getting past you, press Blitvig – if you have it – as you will probably get it back on your next mission.

THE AIRPORT. Press Blitvig whilst bombing an airport if enemy fighters appear, as each hit is worth 2200 points.

FIGHTER RUN. Avoid corners.

My highest score is 609, 110 which got me up to Mission 11 on Honcho level.

Spirited ghouls

Alun Farrar on Micro Power's *Ghouls* for the BBC.

After playing a non-spirited game of *Ghouls* I realised I hadn't a ghost of a chance of getting an incredibly high score – so I worked out this method:

Run up to one side of the screen and when within roughly half a leap from it, jump. Immediately press the Jump and either the Left or Right button (depending on which side you are on). The score will then increase by roughly 15 every second. This will not work on every platform, so experiment on the bottom left-hand corner of the 1st screen.

Eternity for Tranz-Am

Aleck Everard of Highworth explains how to live for ever on Ultimate's *Tranz-Am*

Start loading the program in the normal way. The main block of code is the bit that loads immediately after the title screen has loaded. As soon as this main block has loaded, stop the tape recorder and press SHIFT/BREAK, then type POKE 25446,0: CONT and press ENTER. Restart the tape and load the rest of the program as normal. Infinite lives should now be yours!

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Two approaches to Ultimate's zappy game for the Spectrum

SABRE WULF the cheat method

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Load and automatically list the first part of the program by typing:

MERGE"":POKE 23756,10:LIST

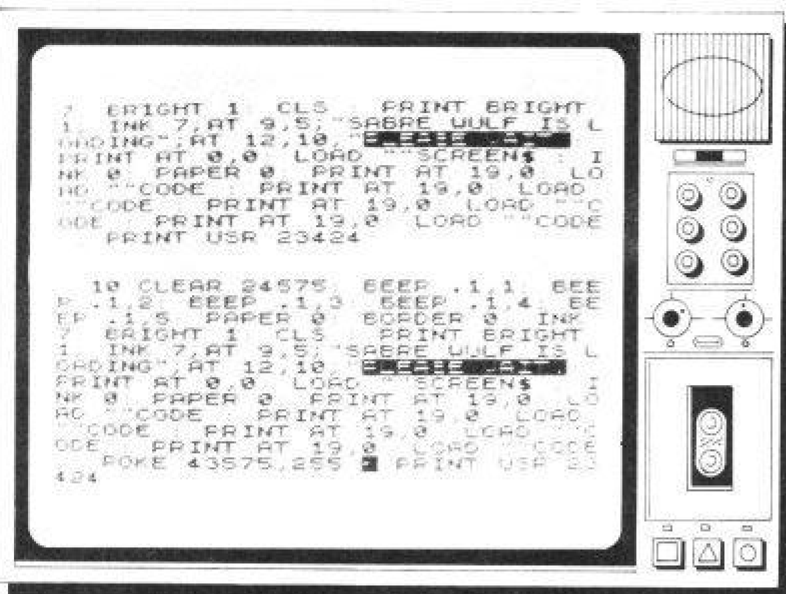
You must now edit the line on screen. First press Shift 7 to bring the cursor on screen, then Shift 1 to bring the line into editing position. Now move the cursor (using Shift 8) to just after the colon before the PRINT USR statement. You then type in one of the following Pokes followed by a colon (:) and Enter. Then RUN to load the rest of the game.

- POKE 43575,255 – For infinite lives, 1 player.
- POKE 45520,255 – For infinite lives, 2 players.
- POKE 45599,255-N – To give yourself any number of lives from 1-255. Just replace that number for N.
- POKE 41725,255 – For no limit on the number of lives you can gain.
- POKE 44929,0 – This means you will at first find nothing in a location except orchids. By pressing Fire any objects in the room will appear. You can collect them by holding down the Fire key as you pass over them.

Releasing this key will freeze the 'nasties' so that you can pass by them without trouble.

Apparently this Poke also allows you to escape without collecting all four pieces of the amulet.

Thanks to hacker **Jeremy Diccox** *of Dorchester who sent us the first four Pokes and fellow-hacker* **Steve Cattel** *who supplied the last one.*



● Entering the Poke for infinite lives

SABRE WULF the non-cheat method

We've received piles of letters offering playing tips for Ultimate's *Sabre Wulf* for the 48K Spectrum. Here are the two we think are best.

Trevor Williams and ***Richard Padgham*** from Southampton say:

- Always use PCG's map, but if you want to make your own, remember the screen is split into five parts horizontally.
- If you are aiming to escape with the smallest percentage possible, you must go backwards and forwards following natives until you've discovered which rows and columns parts of the amulet are in. (The natives turn yellow and start gurgling when they're in line with part of the amulet.)
- If there are any dangerous critters in the room above you, go back down and wait in the exit gap. You should stand as far right as you can, with your sword pointing left. This way the fireball cannot get you and if the natives come in you can easily repulse them with your sword.
- When you're nearing the end of the top range of mountains, you will need to find a blue orchid. Otherwise you have little hope of getting round the corner without losing a life.

The second letter comes from **Martin** who says, 'See envelope for full name and address'. Sorry, Martin, envelopes tend to get chucked. Loved the tips, though.

- First, how to avoid the Wulf itself. If you come face to face with this creature and he is in the crouching position, ready to pounce on you, remember he will not do so until you stop using your sword.

Allow him to follow until there is an entrance above you. Then, just when he is about to attack, quickly go up and wait for a few seconds. The Wulf should then have passed below you and you can go on your way.

Remember, when the Wulf is after you, don't use your sword unless you hear a click which signals some nasties are about to appear in front of you. Using the sword slows you down. *(But when you're not being chased by the Wulf, you should normally have it drawn at all times for safety's sake – Ed.)*

- If you can't be bothered to fight your way through thousands of nasties, you can always stop by an orchid and wait for it to grow. To avoid the fireball which appears after a while, you can move onto an adjacent screen and back again. Better still, if you can avoid the fireball for about 30 seconds, you are rewarded with about a 200-point bonus.
- Near the beginning of the game there is nearly always a rhino blocking your path downwards. The quickest way to deal with it is to move towards it with sword extended until eventually you have it pinned against the plant wall. Then you can quickly pass by it, still using your sword.
- Finally, if you can't be bothered to go round the maze and just want to collect points, here's a way of getting them. But be warned, this method will bore you to death!

After coming out of the first clearing, go right instead of left, and you will come to a wall with a clearing on the other side. Turn your sabre man to the left and continually use his sword in order to turn away any hippos, rhinos and savages that might arrive.

Fireballs will appear at regular intervals in the clearing, but cannot get at you as you are on the other side of the wall. Each time these disappear you will earn bonus points and *slowly* your score will build up.

Finally, you should remember that the parts of the amulet will be found according to one of a limited number of sequences. We published some of these last month, but **James Saunders** of Frimly, Surrey has sent us some more, so here's a combined list.

Take *PCG*'s map (August issue) and number the screens from 1 to 16 up the left hand side and from A to P along the bottom. This gives each of the 256 screens its own grid reference. The parts of the amulet should then be discovered in one of the fol-



lowing sequences.

H6,C2,J11,B7
J6,D4,F13,N12
H2,D12,I11,J13
L4,D6,F13,G14
L4,D12,N12,B7
M6,N7,N14,G14
N7,M6,N14,G14
B2,D9,E12,N14
B2,K8,N12,C11

To use these, move through the maze looking for locations in this order: H6-J6-H2-L4-M6-N7-B2. Keep going until you discover the first part of the amulet. Then, by using the above sequences you will know where the remaining three parts of the amulet can be found.

Gamesters win this hideous model!

Don't forget. We're trying to hunt down Britain's meanest games-player so that we can rid ourselves of the appalling vivian currently sitting on top of our hardware cupboard, casting terror upon anyone who enters the office. Every contributor to these pages over the last three months is in the running, as will be those who make it into our December and January Tricks 'n Tactics.

Some time early in 1985 we shall be summoning the top five contenders to our Challenge Chamber for a shoot out against each other. The winner will have to take away big Viv. So to make sure YOU don't get him in YOUR bedroom make a point of NOT sending us any tips on your favourite games. Otherwise ... look out!



COMMODORE COLLECTION

Brian Don from Glasgow gives his tips on a whole range of '64 games.

TIME PILOT (Anirog)

An easy way to get a high score is to stay on the first screen (AD 1940) and continue shooting the squadrons of six bi-planes – which gives you a 2000 bonus every time – and don't bother going for the mothership at the end.

However, if this becomes too boring, you can go onto the more difficult screens, say AD 1984. This screen may seem hard, but if you fly in all directions so that the screen fills with jets, they all move slower, thus making them easier to shoot.

Playing the game this way, I've managed 205,100, but I'm sure that can easily be beaten.

EXTERMINATOR (Bubble Bus)

Start by going through the first four or five screens, which shouldn't be too difficult, until you get a fairly long centipede. Let it come down to near the bottom of the screen, just past the lowest row of mushrooms.

Shoot the end of the centipede when it reaches four or five columns from the right-hand-side of the screen. When it turns, repeat this until you have a column of mushrooms (or cactii) down to the bottom of the screen.

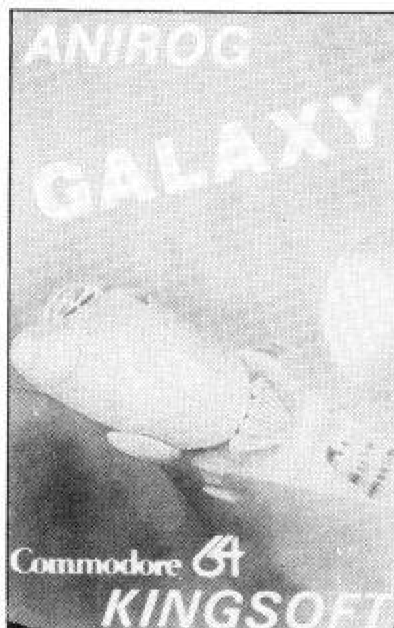
Then stop shooting the centipede which should now be trapped at the right-hand-side of the screen, as should other segments after they appear at the left.

You can now shoot everything else on the screen (apart from the spider). I scored 557, 424 in a three-hour marathon using this method!

GALAXY (Anirog)

My highest score is 467,740, and my advice is simple. Get one of your ships captured by the mothership (by going into its traction beam;) and free it with your next ship by shooting the mothership – giving yourself double fire power.

If one of your ships is destroyed, do the same again – unless you do not have another ship! This helps you to clear the screen much quicker.



Also, shoot as many of the aliens as possible before they get into formation, especially on the later stages. When they are in formation, clear one side of the group, so that you can go to that side when the aliens dive at you.

STAR COMMANDO (Terminal)

I think this is an excellent game with stunning 3D graphics and superb colour and sound. First, find out where the mothership is located by looking at your long-range sensor scan and remembering the sector.

Then go through five screens, or sectors, making one of them the sonic bombarder because few points are scored on this screen, and little energy is lost. Another of these five screens should be the cosmic invaders.

Once five screens have been conquered your 're-energising multiplier' will be at 2. Now go to the sector which contains the mothership and refuel. You can then clear the galaxy of the rest of the aliens.

Use this system for the other galaxies, but note that now only four screens or sectors need to be cleared before you can go to the mothership.

Here are my tips for each sector:

Sonic bombarder: Just sit there and keep firing, only moving to get the sonic bombarder into your sights. This saves energy.

Cosmic invaders: Do not move or fire at all. Only 40 units of energy will be lost.

Cosmic kamikazes: Keep moving to the left (by pushing the joystick right) and shoot as many as possible.

Meteor storm: Get these into your sights as quickly as possible and fire, but if you know you're going to miss, then move away quickly.

Space minefield: Same as meteor storm.

Galactic pirates: Move only to the right and up. This gets them into your sights slightly quicker.

Sauconic raiders: Move only to the left and down.

Mothership: Keep your sights firmly over the sights of the mothership.

My highest score for this game is 2,963,440, after playing for over three hours and reaching the 119th screen.

MOTOR MANIA (Audiogenic)

Before loading the game enter and run this program:

```
10 A=A+1:
IF A=2 THEN
POKE 8646,255:
SYS 8000 20
LOAD"",1,1
```

Now start the tape and when the game runs you will have unlimited lives.

Reach for the sky in HARRIER ATTACK

Alun Brooks of Coatbridge in Scotland offers advice on Durell's jet-set Spectrum game.

1. When you take off from the carrier, go down right next to the sea and go to full speed. Blast your way right under the patrol boat and get 2010 points.

2. When you're flying over the island – avoid clouds whenever possible, since enemy fighters hide in them.

3. When you reach the base, fly just over the buildings since jets and flak do not go that low.

NEW RELEASES

Four Winter Specials

MSX Star Games

Software for a new generation

Look for MSX Star Games... A guarantee of quality, programs that only PSS can bring you. These games are available now, if you have difficulty in obtaining any of these titles from your local retailer write or phone PSS direct



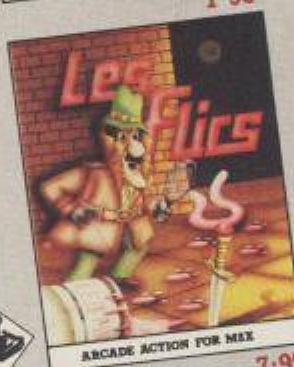
ARCADE ACTION FOR MSX

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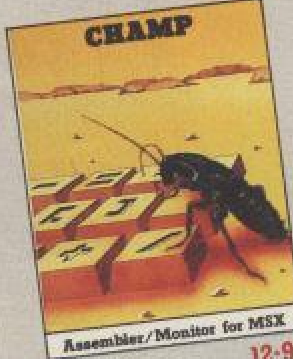
ARCADE ACTION FOR MSX

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ARCADE ACTION FOR MSX

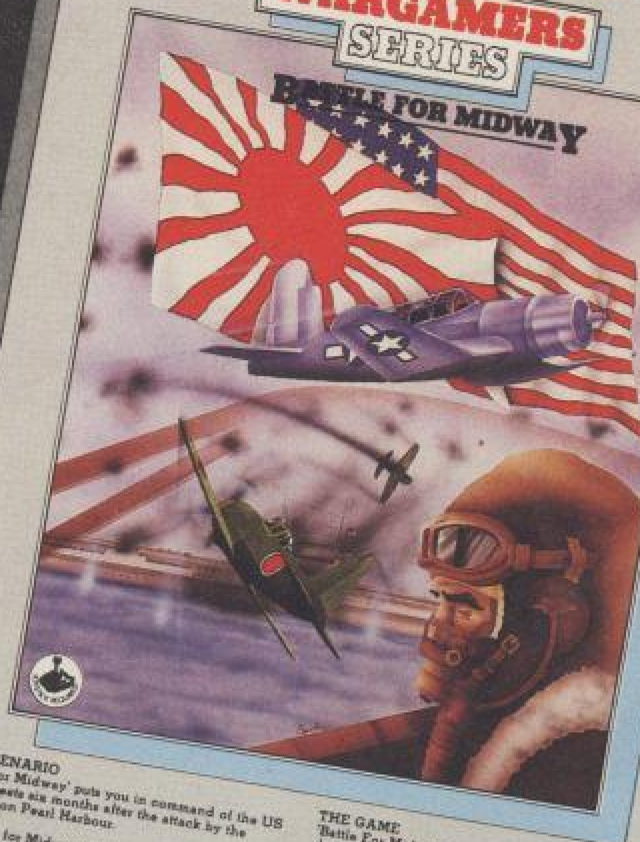
7·95



Assembler/Monitor for MSX

12·95

WARGAMERS SERIES



THE SCENARIO

'Battle For Midway' puts you in command of the US Pacific fleets six months after the attack by the Japanese on Pearl Harbour.

The battle for Midway marked the turning point of the battle for the Pacific. If the Japanese are allowed to invade Midway Island, it would give them a stepping stone to attack firstly Hawaii and then mainland United States thus possibly changing the whole outcome of World War II.

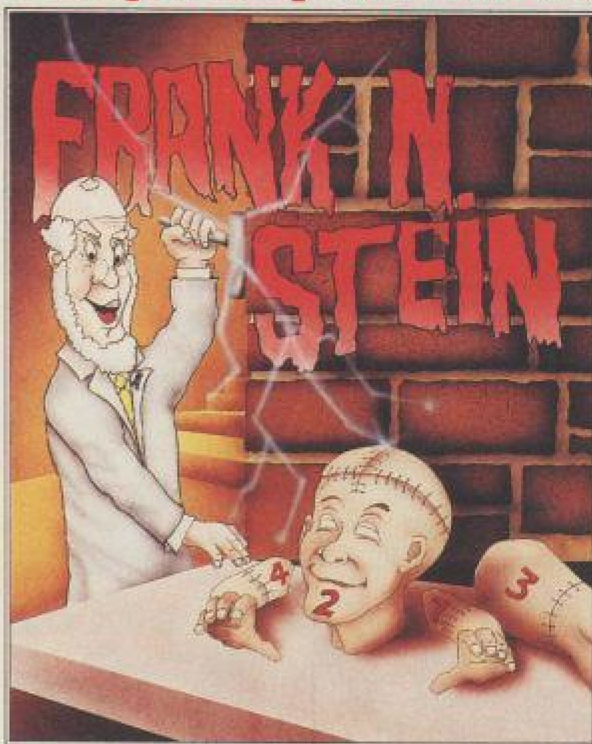
THE GAME

'Battle For Midway' is not a simple game. It has been designed for the person who enjoys a stimulating intellectual game and incorporates every realism to ensure that whatever the outcome of the game - that is the way it could have happened.

Cassette £9·95

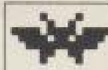
Disk Version £12·95

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THE SETTING: Professor F.N. Stein's laboratory in his Castle in the Black Forest.
THE TIME: 1884
THE GAME: 50 Screens requiring timing, logic and planning to complete.



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ARCADE ANGLE

Bob Wade checks out the latest video games in the showrooms of distributors Ruffler and Deith

SPACE ACE



'I'll save you Kimmy', I cried, flying to the rescue of my kidnapped love and promptly meeting a wall in a head-on arguement which I lost.

Never mind. In this successor to the laser-disc game *Dragons Lair* you are always beautifully animated even when you meet each grisly end. As Dexter the dual personality wimp and space hero you have to rescue Kimberley, your shapely companion, from the clutches of the evil alien Borf.

The game takes the same form as *DL* where you have to make decisions as to what to do using a joystick and an energize/fire button, but *Space Ace* gives you more help to conserve the coinage and let new players get into the game.

At most decision points, part of the screen will flash indicating where you need to move or an energize message will tell you to whack that button. It's not made easy though; split second timing and complete concentration are vital.

The stunning cartoon action is even better than *DL* with much more smoothness and flow to it. When played straight through it knits together into a marvellous story with dazzling action and a nice sense of humour.

There are three levels to the game and each one incorporates different scenes so that progressing from the easy to hard levels will open up new sections of the film.

The game is better than its illustrious forerunner but the fact that you still don't have continuous control over your character will put off some players.

GYRODINE

This is a helicopter version of Xevious that is a lot less abstract and has some nice features of its own.

You pilot a helicopter which moves over a downward-scrolling landscape facing frontal assaults from various enemy craft. You are armed with two types of dual firing cannon, horizontal for use against other airborne vehicles and downward firing for ground targets.

Your movement is restricted, with left/right banking and forward/reverse operating slowly. Your 'copter can go anywhere on the screen though and the opposition are no faster.

You fire in your direction of movement but you had better be careful because the occasional group of waving civilians will appear and blasting them is very bad for your score.

The first wave you face are other helicopters followed by two very mean gun turrets. Tanks are up next and from here on things get really tough with forests, water and runways as the background to a constant attack of choppers, jets, tanks, guns and even the odd enemy concealed by trees.

TAPPER

No, it's not an arcade game starring Fred Astaire but you will have to be light on your feet as you try to keep a bar full of customers served with drink.

There are four bars on the screen with a pump at one end and a door at the other. Impatient customers advance towards you and have to be pushed back by flippng the pour/serve handle sending a drink skidding down the counter.

You can move between bars using the joystick and collect tips by running along them. If you can get all the people out of the doors you get a celebratory drink.

If the drinkers stop short of the door they will return the empty glass which you must catch or lose a life as it shatters on the ground. Letting a thirsty customer reach your end of the bar will result in you being slid unceremoniously down your own bar.

You start in a wild west saloon with first four, then eight, customers and progress to an outdoor ball game and even a Star Wars cantina full of alien alcoholics. The number of people continues to increase on each screen and while your finances may prosper, your nerves and body will not.



There is also a bonus screen where you have to decide which can of beer to open and this features some obvious sponsorship by a well known American brewery.

The game caused quite a storm in the US because of its subject and sponsorship and it will be interesting to see how it is received in the UK.

Storm Warrior

He needs no allies,
his strength and agility will prove him worthy of the name –
'Storm Warrior'

Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 58K of RAM. It features 5 levels of play, full playing demo mode and a fast loading system.

Available on TAPE at £7.95 and DISK at £9.95
COMMODORE 64

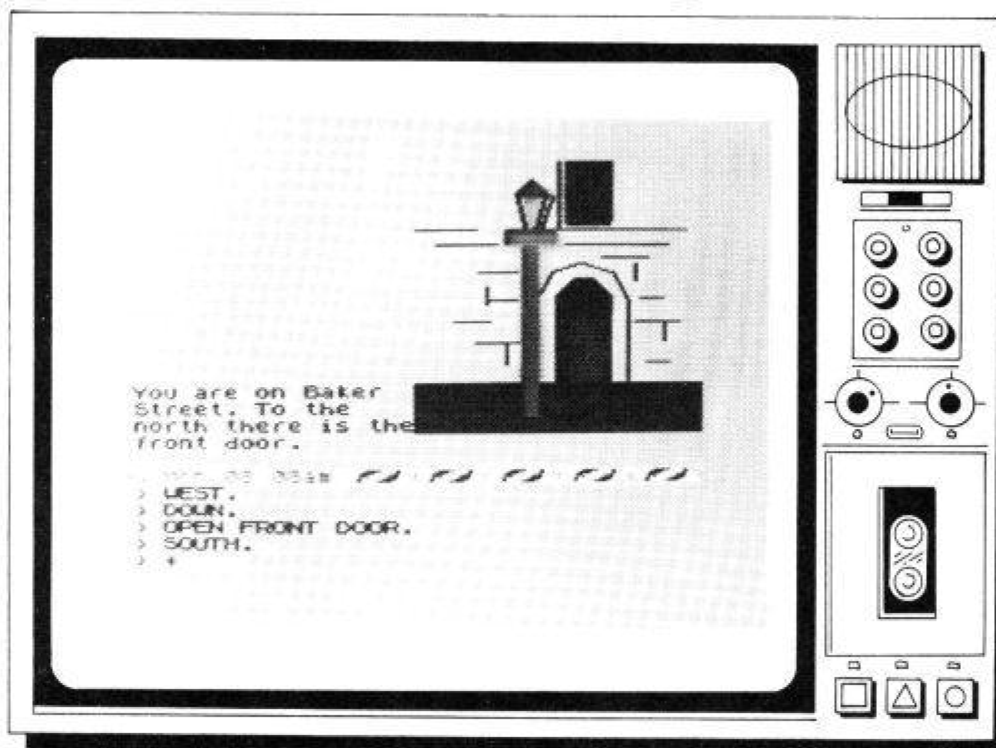
FRONT Runner
Meet the Challenge



ADVENTUREWORLD

The White Wizard investigates the latest releases

SHERLOCK IS HERE!



● Sherlock to the rescue in this great, challenging adventure

The White Wizard was rudely awoken the other morning by an ill-mannered dwarf clutching a small parcel, which contained – No! It cannot be! It is! The legendary ***Sherlock*** from Melbourne House has finally arrived. Drop wand, grab Spectrum, and here we go...

You are in your sitting room. There is no graphic display because, to tell the truth, there aren't many graphics in the game – just the occasional 'illustration'. Watson is sitting in his armchair.

You attempt to follow Watson's example, but the program tells you that it can't see a chair for you to sit in. You enter 'armchair', your entry is accepted, and you settle down for a nap.

At this point, Watson usually pipes up with a story from the paper he's reading. It appears that a couple of ladies in Leatherhead have been rubbed out by a mysterious villain and the police are baffled. Sherlock Holmes to the rescue!

Yes, it looks as if Melbourne House have done it again. Sherlock is an excellent adventure, bursting with atmosphere, challenge, and inventiveness. It's extremely difficult to solve, but the joy of it is that there is enough scope within the game for the player to enjoy failing in his quest almost as much as succeeding. Take getting to Leatherhead for example. To reach your destination you'll have to first get a cab, then a train – and make sure it's the right one! Otherwise you could end up at Aldersgate, Victoria, or even Paddington. And of course, you'll have to have enough money to pay your fare.

What's more, everything in the game, including travelling, takes just as long to do as it would in real life – and in the case of travelling to Leatherhead that's quite a time, believe me. You can however speed up the passage of time by typing WAIT or WAIT UNTIL . . . followed by a particular time.

Because *Sherlock* is so complex, it takes some time to get used to. This is particularly the case with minor actions, like getting in and out of trains for example. The program won't understand 'Get into train' or 'Board train' – you have to 'Climb into train'. You also have to climb into your armchair (not your chair, please note) and be similarly

PANEL POINTS

The much awaited Melbourne House adventure finally arrives and, yes, it's certainly up to *Hobbit* standards.

A number of ideas have been added to the basic format of *The Hobbit*, the most helpful being the fact that you can actually ask questions of other characters in the game, although I did still tend to get a lot of 'You talk to Watson' comebacks. The graphics are drawn in the same way as their previous adventures and could be a lot better.

The plot is just as complex as its predecessor and is bound to have adventure lovers in knots for ages.

Well worth the delay, *Sherlock* is a classic adventure in the Melbourne House tradition.
Martyn Smith

I'm afraid this sleuthing lark isn't as good as it sounds. Presentation-wise I expected this to be similar to *The Hobbit* by the same company. In some ways it is similar, with the adventure and communication window, the use of INGLISH and character independence, but *Sherlock* falls far short of my expectations.

For example, the graphics take up only one quarter of the screen and are not very detailed. Being unfamiliar with London I found it difficult exploring the city and its surrounding areas. **Richard Boniface**

T☆PCG•HIT☆PCG•HIT☆PCG•

energetic about getting into cabs.

Once you've got the hang of it you can talk to other characters, but in a more comprehensive fashion than in any other game. Not only can you tell them to do things, but you can also ask them questions about what they know, and even tell them things about the case you're working on if you feel the information would be valuable to them. All the characters are entirely independent of you and play a much more active role in other games.

It has to be said that this degree of complexity has its drawbacks. All too often you'll ask a character to 'Tell me about so-and-so' and the character will reply 'I'm afraid I can't help you with that'. Watson also has a strange habit of telling you how brilliant you are when you merely happen to be passing the time of day with him.

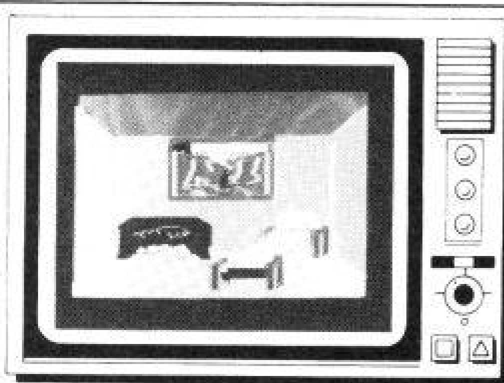
One intriguing feature mentioned in earlier publicity by Melbourne House was the ability to send notes to other characters. This has unfortunately been left out of the finished program, but the new methods of communication outlined above are still very impressive.

The game comes with a 20 page booklet of instructions and a train-timetable. The vocabulary is claimed to be in the region of 800 words and you can enter complex instructions using commas and full stops up to 128 characters long.

Yes, the White Wizard can heartily recommend *Sherlock*. This is a complex adventure that will challenge you, frustrate you, and reward you for long after you've bought it. What's more, unlike *The Hobbit*, it doesn't matter a jot if you've read the Sherlock Holmes stories or not. For once, here's a game that was really worth waiting for.

TKV

Spectrum owners have been particularly fortunate this month, since in



● Astounding graphics in Twin Kingdom Valley

addition to *Sherlock*, Bug-Byte's *Twin Kingdom Valley* is now available for the Sinclair machine. Incredibly this new version is every bit as good as the Commodore original. The graphics are astounding – considering that there are over 150 full-screen illustrations (even MORE than on the 64).

If you haven't had a crack at this game, then it's a must. Interactive characters (of *Hobbit* standard), tricky puzzles, good vocabulary and an assortment of varied challenges to keep you interested right through to the very end. The graphics draw extremely quickly, and there are a number of control options to select different location descriptions/illustrations.

For those of you who don't know, *TKV* has you searching for treasure and, ultimately for the Secret of Life. Definitely not to be missed.

Kentilla

Also this month for the Spectrum, a very impressive offering from Micromega of *Code Name Mat* and *Full Throttle* fame. This is their first adventure, called ***Kentilla,*** and it is well worth a place on anyone's shelf.

Armed with the legendary sword Kentilla, you must destroy Grako and rid the land of evil. There are some very attractive (though rather small) graphics, and you will be accompanied by at least one other character on your travels.

Kentilla has a reasonable vocabulary, simple input that nevertheless stretches occasionally to allow interaction with other characters, and a very good feel to the game. You'll meet some unusual creatures (well, their names are pretty unusual) and have to do quite a bit of sword-wielding to get anywhere. You'll also have to be very cautious because death is never very far away. It's good to see another company entering the adventure market, and *Kentilla* is a very worthwhile first attempt – come on, Micromega, let's have another.

Gateway to Karos

Meanwhile, Acornsoft have been busy on behalf of Beeb owners, and come up with *Gateway to Karos*. This is a traditional text-only treasure hunt in which you explore the legendary land of Karos hunting for the Talisman which you must then return to your starting point.

As with *Gisburne's Castle* (reviewed last issue), the size of this game makes up for a lot of shortcomings. There are 250 locations to explore, not all of which are easily mappable, and visiting each one will take you quite a while.

While you're roaming the countryside, however, you rapidly become aware of the program's deficiencies. First, the vocabulary is extremely limited. You can't even EXAMINE objects, let alone do anything like WAIT in a location. Furthermore the program does not tell you which word it doesn't understand when it rejects an input.

For the most part this is a lonely adventure. The few other characters you'll come across can't leave their locations and have very limited roles. You can QUESTION a character or ASK simple questions and sometimes they'll answer you. In essence, the characters function as ocasional HELP commands who will give you a hint if asked.

Dungeon aid

1. Okay, I'm STILL getting letters asking how to get out of the Goblin's dungeon in *The Hobbit*. Ponder this, unfortunate prisoners. (Clue Code A2)
2. Enter these four directions to escape from the 'Experimental Curved Zone' in Hewson Consultant's *Quest Adventure*. (Clue Code H2 – nb 4 letters only)
3. Having problems with the witch in *Heroes of Karn?* This may point you in the right direction. (Clue Code A1)

	1	2	3	4	5	6	7	8	9	10
A	R	T	E	H	M	O	E	R	M	I
B	B	N	E	C	R	A	T	N	H	C
C	E	A	W	R	I	R	Z	Y	A	Y
D	R	O	D	U	O	T	F	H	O	R
E	Z	O	N	U	P	G	S	H	I	T
F	H	H	E	E	W	W	I	I	N	N
G	P	D	R	O	S	W	T	W	R	N
H	A	W	Y	N	R	E	Q	S	T	A
I	P	E	T	Q	Y	D	G	E	Y	U
J	W	Q	I	T	L	V	H	D	M	D

ADVENTURE NEWS · ADVENTURE NEWS · A

Save the world

Richard Shepherd are releasing *Upper Gumtree* for the Commodore 64 at £9.95. This addition to their range of graphic adventures stars Professor Blowitovitz in a game where you must contend with Mrs Shuffle, PC Plodd, and a butler called Egor as you battle to save the world.

Duelling Beebs

Magic Software have come up with a novel game for the Beeb. *Galaxy's Edge* comes in two parts, a standard text-only game and – wait for it – a fully interactive two-player game which can be run on two Beebs simultaneously via an RS423 lead. £7.45 from Magic Software, Elmswell, Bury St Edmunds, Suffolk.

It's a tragedy

Creative Sparks are launching what must be the first Shakespearean adventure with their game *Macbeth*. The game comes on two fast loading cassettes and includes a complete text of the play.

There are four independent adventures revolving around different aspects of the Macbeth story plus what the manufacturers call 'psychiatrist's couch' sessions in which the player can interact with the main characters and attempt to unravel the mysteries of their various hang-ups. The game costs £14.95 for the Commodore 64.

MTX gets to Level 9

Memotech owners can rejoice now that Level 9 have converted their entire range to run on the MTX 500/512 micros. *Colossal Adventure, Adventure Quest, Dungeon Adventure, Snow-*



The word HELP itself is not understood by the program.

This isn't a bad game as Beeb adventures go. The puzzles aren't difficult but the game will keep you busy for a few hours and location descriptions are detailed enough to generate an atmosphere of exploration and discovery.

QL Games

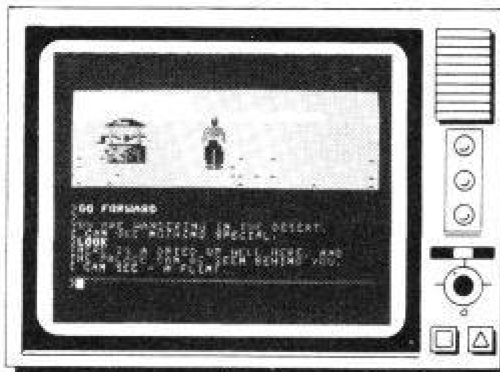
The White Wizard was particularly intrigued to receive two adventures for the QL recently from talent Software. This machine is obviously a promising candidate for some impressive adventure software because of its memory and advanced processing capabilities, so I was interested to see whether these new arrivals lived up to my expectations.

West is a conversion of Talent's existing game (reviewed in the September issue) and is made no more impressive by being on the QL. It's fast real-time action if you can keep up with it, but handy – 128K blockbuster.

Zkul is a much more promising program and while still in real time is much more a game for hardened adventurers. Your task is to find the Domed City of an ancient dwarf civilisation in which a wizard has hidden the last secret of its people. Along the way you explore the mountain domain of the dwarves picking up treasures and trying to find your ultimate goal. It is not just a matter of exploring, though, since there are problems to be solved and real-time battles with the occasional dwarf or adventurer who pops up.

The game has obviously been some while in production and this is demonstrated by the size and complexity of both the locations and the vocabulary. There are, unfortunately, no graphics.

One original touch is the ability to save a message when stopping the game so that you can remind yourself of where you had got to, and how, when you reload it.



● Zim Sala Bim: not just a gimmick

For QL owners starved of software it was a welcome relief to see such a good adventure to start the machines software career. Far from being a rushed-out conversion or an inferior game it is an excellent adventure likely to sell well and perhaps become a classic as the first great QL program.

Sadly, the cost of microdrives is going to put a premium on QL software, so expect to pay between £15 and £20 for *Zkul*, although the exact price has yet to be announced.

Zim Sala Bim

Finally a brief word about *Zim Sala Bim* for the Commodore 64. This unusual offering from Melbourne House is an arcade adventure where you use a joystick to control an animated figure on the screen as he wanders about a horizontally scrolling landscape.

When I first saw *Zim Sala Bim* I was inclined to dismiss the program as a gimmick, but having played it more I'm not so sure. First, unlike most arcade adventures, there are some decent puzzles to be solved and the program generated a considerable atmosphere by the clever use of some excellent music.

Playing the game you guide your figure from side to side and enter appropriate but limited instructions via the keyboard. Different locations have different tunes, all with a delicious oriental flavour, and although the graphics aren't exactly bursting at the seams with detail they are of a quite acceptable standard.

My only complaint about *ZSB* was the way the pace of the game was dictated by the speed with which you could move the character about. Moving from one place to another takes some time. However there are some very nice touches – enter LOOK for example and the figure looks all about him before the program tells you what he's seen.

I doubt whether *ZSB* will appeal to hardened traditionalists, but I expect that newcomers to adventuring – and certainly younger children – will get a lot out of it. Melbourne House are planning another game along similar lines, so possibly the 'joy-stick adventure' is here to stay.

Meanwhile it's worth noting that Kyle Hodgetts, the Australian author of *Zim Sala Bim*, is also bringing out games in conjunction with Interdisc (who produced the arcade hit *Hercules*). We'll be looking at one of these in the next issue.

The next couple of months look like being a gold-mine for adventurers, so make sure you don't miss out on December's issue. In the meantime, the White Wizard wishes you a charmed life and keen blade in all your adventuring.

GAME	MACHINE	ATMOSPHERE	COMPLEXITY	INTERACTION	OVERALL
SHERLOCK	SPECTRUM 48K	9	10	8	9
TWIN KINGDOM VALLEY	SPECTRUM 48K	8	7	8	8
KENTILLA	SPECTRUM 48K	7	8	7	8
GATEWAY TO KAROS	BBC B	6	7	5	6
ZKUL	QL	8	8	7	8
ZIM SALA BIM	CBM 64	7	6	3	6

ADVENTURE NEWS

ball, and *Lords of Time* all cost £9.90.

Double trouble

Games Workshop, who are already renowned for their role-playing fantasy games, are moving into computer software. Their first release is *Tower of Despiar*, which for £7.95 comes as two 48K programs plus a history and map of the realm of Aelandor, the kingdom in which the adventure takes place.

Stellar adventure

Acornsoft are at it again with *Seventh Star*, a text-only adventure for the Beeb, but with the added attractions of colour and sound. Over 130 locations, 2 word input, interactive characters, for £9.95. Stranded on the Seventh Star you must gather equipment and return to earth.

Criminal fun

Also for the Beeb comes *Raffles* from Goldstar, of *Greedy Dwarf* fame. A disc-only game, however, with a large vocabulary and the same complex input as in their previous programs. Set in a hotel you must find the prototype of a new computer which is locked in one of the rooms.

The PCG Helpline

What's that we hear? Cries for help from locations scattered across the entire breadth of Adventureworld. Stand fast, adventurers, and render assistance unto those less fortunate than yourselves!

Just jot down on a postcard the name of the game, your computer, your problem, and of course your name and address. Send it to The White Wizard, Personal Computer Games, 62 Oxford Street, London W1A 2HG

HELP NEEDED

Game: *Knights Quest* Machine: Spectrum
How do I get past the wasteland and the cliffs?
Michael Bedworth, 3 Conway Crescent, Willenhall

Game: *Hulk* Machine: Spectrum
How can I block the outlet? Will give *Hobbit* tips in return.
Edgar Wright, 40 Southover, Wells, Somerset, BA5 1UH

Game: *Expionage Island*
Machine: Spectrum
How do you blow up the tank?
James Antill, 26 Beechwood Ave, Darlington DL3 7HP – also S Ronayne, B Turpin Court, North Arbury, Cambridge CB4 2RN

Game: *Hobbit* Machine: Any
How do I get into the barrel?
Elliot Weedon, 101 Redgrave Gdns, Luton, Beds

Game: *Urban Upstart* Machine: CBM 64
What do I do after starting up the engine? Also, on Quicksilva's



The PCG helpline (cont)

Ring of Power, what do you do at the picture which is out of reach or at the window which looks out to the gasworks?
David Barraclough, 93 Weetshaw Lane, Shafton, Barnsley, S72 8PZ

Game: ***Aztec Tomb Adventure***
Machine: CBM 64
How do I cross the stream?
Joanne Sharp, 6 Upper Woodlands, Perth

Game: ***The Castle*** Machine: Spectrum
How do I get past the animal in the den?
Adam Boyden, 34A Lakeside Road, London N13 4PR

Game: ***Sphinx*** Machine: BBC
How do you kill the ogre or the dragon without the sword – and if you don't use the teeth to kill the goblins then how *do* you do it?
A-bored-with-Sphinx-adventurer, 997 Union Road, Shirley, Solihull, West Midlands

Game: ***Alchemist*** Machine: Spectrum
Where's the lead bar?
Stuart Anderson, 88 Eastmoor Park, Harpenden AL5 1BP

Game: ***Quest Adventure***
Machine: Spectrum
How do you open the trapdoor in the woodcutter's home? What do I need on the toll bridge?
Jonathan Bell, 2 The Green, Shawbury, Shrewsbury, Shropshire

Game: ***Rescue from Castle Dread*** Machine: Vic 20
How do I cross the rickety bridge with the heavy sword and the armour to fight the warrior on the other side? Also, on Scott Adams' *The Count* – How do I get the dark lens out of the ceiling?
Danny Jones, 4 Verney Street, London NW10 0BA

Game: ***Hobbit*** Machine: Any
How do I get out of the goblin's dungeon and what do I do in the elven king's cellar?
Ian Skeet, Camelot, Blue Anchor Bay, Minehead TA24 6LB

HELP OFFERED

Heroes of Karn: Shaun Rogers, 5 Longfields Ave, Urmston, Manchester M31 1QP. Tel: 061 747 4791 (say the Wizard sent you).

The Wizard's Mailbag

The White Wizard has spent an unhealthy amount of time playing *Lords of Midnight* this month, so I could sympathise with Robert Hudson of Auchterhouse near Dundee.

'I've completed the object of *Lords of Midnight*,' writes Robert, 'but when Morkin captured the Ice Crown nothing happened and the game continued. Could you please tell me how to destroy it once Morkin has it?'

Luckily for Robert and, I suspect, many other readers, we've followed up last month's *Midnight* map with some timely hints in our Tricks'n'Tactics section. To destroy the Ice Crown, Robert, you have to either peform a particular task, or else simply ensure that you are accompanied by a particular person or persons. Try asking at the Towers for help.

In the meantime the White Wizard heartily recommends this game to adventurers on the Spectrum – unless you're afraid of sleepless night, wolves, and dragons.

Derek Holmes of Wallasey, writing in to announce his 1024 points on *Twin Kingdom Valley*, adds that 'the secret of life is money, in case you didn't know'. Well, Derek, at the ripe old age of 743 the White Wizard has had plenty of time to ponder the importance of ready cash, and this realistic view of life only makes me appreciate the philosophy of *TKV* all the more. Gavin Milne wouldn't agree with me, though. He wrote in saying that he thought the end of the game was a 'cheap trick'! Ah well, you can't please everyone.

Regular readers of the Adventureworld pages will remember *Pettigrew's Diary* a couple of months back. 'I have finished the game and it's well worth it,' writes Jason Nathan of Hampstead, 'The second stage is a basic text adventure but with some brilliant touches and thousands of red alerts. For goodness sake don't try to kill somebody, break things, or vandalise anything.

'The stage before the end has a beautiful graphic display and at the end a message is printed. It took my friend Julian Glover and I six hours to solve the game'. Sounds like quick play to me, Jason – congratulations to both of you.

To my astonishment, hordes of dwarfish postmen arrived at the cavern this month with letters about the rod, the crystal bridge, and 'wave' in '*TKV*'. Now look here, boys and girls, any adventurer who can't work out what to do with a rod when he's standing beside a precipice is liable to end up as dragon fodder.

Kevin Fairbrother writes: 'I must say it's pretty easy to work out what the rod if for . . . There is also a clue to the use of the rod in the wooden cabin. If you type VIEW PICTURE to get a closer look you can clearly see a bridge stretching over a canyon.' He also wonders about the Strong Elf . . . 'Maybe the Strong Elf has been drinking the strong beer, because he doesn't seem strong at all!'

Finally many thanks to Rick Stacey for his map of Scarthorpe, to Robert Mead for his intriguing *Hobbit* letter, and to everyone else who's taken time and trouble to write to me. Don't forget, the address is c/o Personal Computer Games, 62 Oxford Street, London W1A 2HG, and the White Wizard looks forward to hearing from you.

Valhalla competition

Entries for the Valhalla cartoon caption competition practically flooded out the PCG offices. Readers had to attach suitably witty comments to a screenshot from Legend's game showing a dog confronted by three unidentified characters.

Although it didn't quite make the top 100, the judges were very much in agreement with Steve Bragg's entry: 'If anyone else tells me that *Sabre Wulf* isn't on this page and I'm in the wrong game, I'm gonna scream.' At least half the entries mentioned Ultimate's game, which was featured in the same issue.

Other entries ranged from something very rude about Clive Sinclair's dog to the sublime 'Arf! Arf! I'm a dog!' which would have made us laugh more if 100 other people hadn't come up with the same line.

For those of you still waiting with bated breath to see if you've won your free copy of *Valhalla*, here's a list of the winners. Prizes will be sent direct to you by Legend.

Winners

Stephen Carnell, Exeter; **F Broadhurst**, Pontefract; **David Wynne**, Birmingham; **Peter Bevan**, Hull; **Alan Gault**, Holmes Chapel; **David Swain**, Sandbach; **N Ikin**, Crosby; **Graeme Lurring**, Enniskillen; **Robert Evans**, Edwinstowe; **Marcus Batten**, Moretonhampstead; **Craig Thornton**, Maypole; **Dominic Heaney**, Dagenham; **Paul Brown**, Scunthorpe; **Engin Hassan**, Romford; **Sohail Malik**, Hounslow; **Christian Clogger**, Guildford; **Peter Entwhistle**, Bolton; **Richard Gillham**, Harpenden; **Grahame Chidwick**, Grimsby; **William Amedume**, Tooting; **Philip Sykes**, Stockport; **Warren Mansell**, Biggin Hill; **P Wand**, Brentwood; **Chris Woods**, Dorchester; **P Browne**, Bradford; **R Hindle**, Poulton-le-Fylde; **David Hasson**, Glasgow; **Giles Ingham**, Speldhurst; **M Griffiths**, Poole; **Geoff Dagger**, Blackburn; **Martin Cole**, Swindon; **H Mennie**, Leighton Buzzard; **I Parkes**, Orrell; **Vincent Gill**, Cheam; **Alan Wray**, Pinner; **Paul Young**, Welling; **Alan Green**, Berkhamsted; **James Burdett**, Butleigh; **D Hawkins**, Bishopstoke; **Scott Weeks**, Whitchurch; **Peter Lewis**, Bristol; **R Morris**, Banstead; **John Yeaman**, Dundee; **Barrie White**, Felixstowe; **M Down**, Reading; **Robert MacMhirrich**, Annan; **Peter Arnold**, Ashford; **John Burnham**, Penrith; **Julian Palmer**, Burnley; **Christian Worth**, Denton; **Nicholas Jelbert**, Birmingham; **Matthew McPherson**, Carmarthen; **Ilkka Kuusimaki**, Finland; **R Theobald**, Seascale; **Andrew Rotchell**, Corsham; **Richard Hare**, Musselburgh; **Ian Fletcher**, Hillingdon; **David O'Callaghan**, Southampton; **Caspian Richards**, Stranraer; **David Collins**, York; **Derek Hutchinson**, Wallsend; **David Shawyer**, Wellingboro; **Mark Ettle**, Dundee; **Julian Wake**, Swansea; **Andrew Green**, Swindon; **David Bradley**, Manchester; **Daniel Brocklehurst**, Hyde; **Simon Jones**, Bedford; **Philip Richards**, Caterham; **Glenn Hough**, Stoke-on-Trent; **Fred Young**, Dundee; **Phillip Bignall**, Ipswich; **P Torpey**, Tottenham; **Michael Smith**, Huddersfield; **Stephen Watson**, Northampton; **Andrew Kearney**, Cheadle; **Anthony Pickett**, Godalming; **Paul Beard**, Crawley; **Alistair McDowall**, Croydon; **Stephen Beech**, Mickleover; **Colin Worth**, Belvoir; **Stephen Chatwin**, Birmingham; **Nicholas Howlett**, Southsea; **A Unsworth**, Bolton; **Damian Hirst**, Barwick; **Stuart Ward**, Pudsey; **Karl Thoroddsen**, Iceland; **Paul Mew**, Newport; **William Balfry**, Stratford-upon-Avon; **Tony Stead**, Northallerton; **Peter Brady**, Dublin; **David King**, Edinburgh; **David Twell**, Spalding; **Paul Buck**, Tottenham; **H Williams**, Trowbridge; **John Hobden**, Redhill; **Nalin Sharma**, Walthamstow; **Ian Line**, Abertillery; **David Trood**, Leighton Buzzard; **Stephen Simmons**, Peterborough.

AS SEEN ON TV



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"Tread carefully, O Beanwick! Would that I could assume this quest myself, but alas, I can only send with you these few spells. Claymorgue Castle harbours further spells, but beware – one unskilled in the magical arts cannot predict their outcome."

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Ace gamesters reach for the sky in PCG's secret room

KILLER GORILLA THRILLER

Fireballs, custard pies and conveyor belts galore – it's the hairiest Challenge yet!

Two Matthews – Higgs and Idle – confronted the hairy monster himself in this month's heroic Challenge Chamber. The game was *Killer Gorilla*, Micro Power's excellent *Donkey Kong* clone on the BBC. The task – to save the pretty blonde heiress from the ape's hirsute clutches.

The men brave enough to do it are both 16-year-old games-freaks. Higgs, from Hemel Hempstead, got his BBC at Christmas after owning a Spectrum for two years. He bought it because 'it's the best computer on the market,' a sentiment Idle, from Mayland in Essex, heartily endorsed.

Incredible

The two gamesters are both fans of *Zalaga* and *Chuckie Egg*, having clocked up big scores on these games. Idle also enjoys *Fortress*, PCG's June Game of the Month, but Higgs disagreed: 'I don't rate it very highly,' he said.

On *Killer Gorilla* Idle had a high score of 79,900 while Higgs had reached 84,300, both of them getting through an incredible five levels of play.

Cutie

Killer Gorilla is a platform game *par excellence.* On each of the four screens Kong is at the top with his captured cutie. You have to work your way up the girders avoiding the barrels which rain and roll down, and also keeping an eye out for nasty fireballs. On other screens there are hostile custard pies on conveyor belts, disappearing ladders, bouncing girders and a tricky series of lifts.

The contest began, and continued, in eerie silence: both players had turned off the sound because it was 'too annoying'. The Master himself is partial to a bit of noise, but he's an accommodating soul so silence reigned.

Bonked

Off they went to bag themselves an ape. Even before you could say 'King Kong' they had their little fellows up to the top of the first screen, having bonked a few fireballs on the way for bonus points.

In a mere two minutes Idle had knocked out the supports from Kong's girders on the final screen, completing level 1 with a score of 17,500. Moments later Higgs, too, finished this level – with a score of 20,000.

Flattened

Everything seemed set for huge scores in this first of three contests. But then things started to go horribly wrong. Idle winced as he was flattened by a custard pie, Higgs sighed as he got stuck on a vanishing ladder. On the final stage of level 2 Idle saw his remaining men rapidly disappear to leave him with a score of 34,900 – less than half his best.

Higgs, though, seemed to be going strong. He got on to level 3 with 38,000 and looked set for a whopper of a score. But it was not to be, as his lives too gave out with frightening speed, leaving him with a total of 42,800.

Horror

The second contest was a story of utterly contrasting fortunes, Idle's



Agony and Higgs's Ecstasy. Within five minutes Idle was down, out and despondent with a paltry 15,400 points. As he shook his head in horror searching questions were being asked about his credentials.

Higgs, though, was playing a blinder, nimbly skipping up girders and onto lifts, bonking fireballs here and vaulting custard pies there.

Five minutes play found him on level 3 with a score of 33,400. Two minutes later he was up to 46,800 and still had lives to spare. But the final stage of level 3 was his Waterloo. He just couldn't get past the rampant fireballs to undo Kong's girders. But his final score – 66,100 – was looking unbeatable.

Thrilling

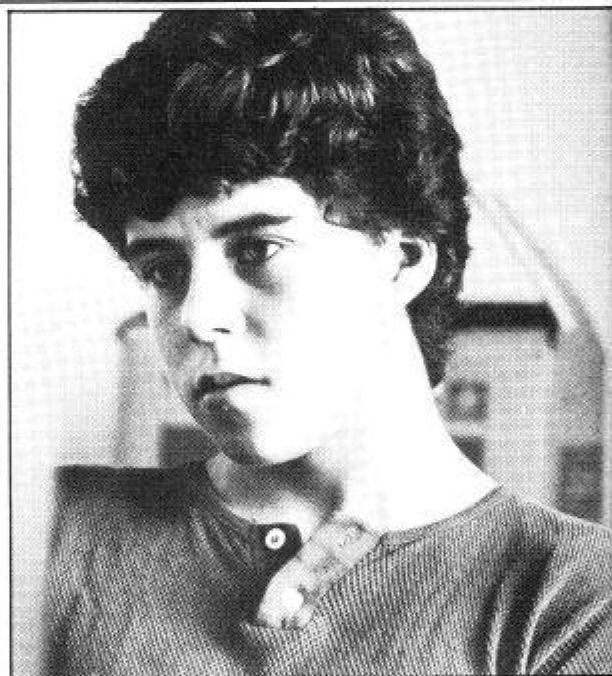
The final conflict was as thrilling a Challenge Chamber as the Master has ever witnessed.

Could Idle bounce back from the depths and prevent total humiliation? Did he have the guts to pull off a famous victory? Was Higgs on a winning streak that would take his score to regions where no score had gone before? Could the Chamber Master continue to overwrite in this atrocious manner? Yes and no.

Ten minutes of play found Idle on 30,000, Higgs lagging behind on 20,500. Idle was going so smoothly it looked as if he might – just might – pull it off. After eight minutes Idle had passed 50,000, with Higgs now just behind on 42,000.

Remorseless

Then, with the day's high score almost in his grasp, Idle's dream became a nightmare. With lives in hand and 57,000 clocked up, he lost one, two, three men on the final stage of level 3. It was all over.



But not for Higgs. He carried on in his calm and remorseless style until the custard pies did for two of his lives. With one man left he made a desperate bid for the top – but got stranded up a disappearing ladder, where he was con-

The scores to beat

3D ANT ATTACK (Spectrum)
- ★ 54,422 Michael Dyer, Chelmsford
- ★ 49,335 Diana Theodosiou, Canterbury
- ★ 49,130 Paul Hart, Aberdeenshire

ARABIAN NIGHTS (CBM 64)
- ★ 4,350 Gary Clements, Rainham

BEACH-HEAD (CBM 64)
- ★ 703,280 Matthew Smith, Wickford, Essex
- ★ 605,000 W. Rotchell, Corsham, Wilts
- ★ 546,000 Jason Latif, Ruislip, Middx.

BONGO (Vic 20)
- ★ 2,152,000 Alaistair Lindsay, Aberdeen
- ★ 2,000,000 Steve Bell, Barking
- ★ 1,239,000 Richard Whittington, Reading

CAESAR THE CAT (BBC)
- ★ 128,837 Chris Byrne, Gloucester

CHINA MINER (CBM 64)
- ★ 8,700 Robert Ireland, Prestatyn
- ★ 4,100 Andrew Beastall, Warley

CHINESE JUGGLER (CBM 64)
- ★ 168,044 Thomas Pitchers, Church Langton, Leics

CHUCKIE EGG (BBC)
- ★ 5,100,360 Binesh Patel, Wrexham
- ★ 3,074,080 Ian Cook, Braintree, Essex
- ★ 1,583,370 Sandy Rough, Aberdeen

CHUCKIE EGG (Dragon)
- ★ 5,100,360 Paul Rivers, Oxford
- ★ 270,375 David Bettis, Finchley, London
- ★ 251,030 David Brant, St Austell

CHUCKIE EGG (Spectrum)
- ★ 10,338,550 Richard Mazzaferri, Aberdeen
- ★ 8,079,540 Steven Taylor, Warrington
- ★ 6,604,470 Raymond Graham, Birkenhead

CODE NAME MAT (Spectrum)
- ★ 1,080 Marcus Honeysett, Bournemouth
- ★ 476 Richard Boniface, Dunfermline
- ★ 435 Jonathan Dudgeon, Livingston, Scotland

DEATHCHASE (Spectrum)
- ★ 418,479 Mark Johnston, Arbroath
- ★ 285,898 Mark Errington, Stanley, Co. Durham
- ★ 252,113 John Dunne, Streatham, London

DECATHLON (CBM 64)
- ★ 11,002 Steven Booth, Foulridge
- ★ 10,145 Scott McBride, Crieff, Perthshire

FORBIDDEN FOREST (CBM 64)
- ★ 1,011,088 Stephen Campbell, Dumfries
- ★ 841,401 David Martin, Ramsgate
- ★ 602,450 Jonathan Kenny, Thetford, Norfolk

FRAK! (BBC)
- ★ 69,450 Simon Scheverle, Harlow, Essex

GRIDRUNNER (Vic 20)
- ★ 542,420 Steven Bell, Barking
- ★ 330,970 Steven Blunt, Farnborough
- ★ 328,570 Tim Wan, Barking

HUNCHBACK (Spectrum)
- ★ 8,692,100 Henry Featherstone, Prestatyn
- ★ 5,281,000 Raymond McCormack, Kirkcaldy, Fife
- ★ 5,165,600 David Ritchie, Glasgow

JAMMIN' (CBM 64)
- ★ 488,870 Cameron Heath, Norwich
- ★ 421,570 Pierluigi Cerutti, London

LOCO (CBM 64)
- ★ 450,300 Luke Patterson, Stamford, Lincs
- ★ 108,300 Peter McCarthy, Wigan
- ★ 108,200 Mark Willison, Biggin Hill, Kent

LUNAR JETMAN (Spectrum)
- ★ 382,520 John Elliot, Falkirk
- ★ 317,870 Nicholas Booth, Clevedon, Avon
- ★ 203,810 David Martin, Ramsgate

REVENGE OF THE MUTANT CAMELS (CBM 64)
- ★ 2,600,120 Andrew Jones, Prestatyn
- ★ 2,287,000 Tom Burton, Saxmundham,
- ★ 2,251,454 Norbert Grey, Dublin

SHEEP IN SPACE (CBM 64)
- ★ 1,240,000 Tom Burton, Saxmundham
- ★ 971,375 Tim Appleyard, Stockport
- ★ 854,019 Darren Hawthorn, Tadley.

SABRE WULF (Spectrum)
- 7mins. 29 secs. (50%) Mark Hibbet, Peterborough
- 7mins. 30 secs. (61%) Trevor Sinkinson, Boroughbridge, Yorks

TRASHMAN (Spectrum)
- ★ 18,652 Darron Moore, Exeter

MUSHROOM MANIA (Oric)
- ★ 375,184 Chris Swift, Bradford

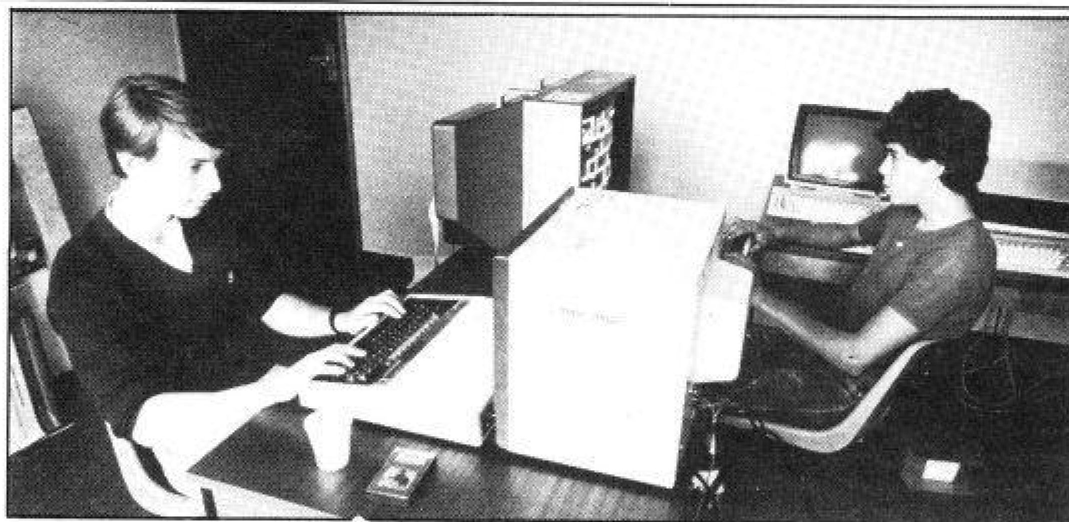
KILLER GORILLA (BBC)
- ★ 84,300 Matthew Higgs, Hemel Hempstead
- ★ 79,900 Matthew Idle, Marylandsea, Essex
- ★ 68,200 Robert Morgan, London Essex

SNAPPER (BBC)
- ★ 262,810 Ian Cook, Braintree, Essex
- ★ 174,260 David Birkby, London
- ★ 145,350 R. Brown, Bridgford, Notts.

ZALAGA (BBC)
- ★ 1,829,870 Neil Hopkins, Lanark
- ★ 1,229,460 Geoff Seal, Theydon Bois.

FORTY NINER (ZX81)
- ★ 48,906 Matthew Gearing, Wrington, Avon
- ★ 19,283 Calvin Hemmings, Glasgow





sumed by a passing fireball on 57,300 points.

Victory, then, to Matthew Higgs – and well he deserved it. But the Master's congratulations also go to to Matthew Idle who staged a great comeback and helped to make Higgs's success all the more glorious.

The Master's mailbag

NOW HERE'S an intriguing entry. Ian Copelin of Ferndown in Dorset filled in his name, address and even included a tip for *Le Mans* on the Commodore 64. But the space for the score is COMPLETELY BLANK! The Master is bemused. Come clean Ian, and tell us how you fared.

Some of the Master's younger minions are wandering round in woollen hats and scarves and have taken to wearing heavy footwear which they call 'bovver boots'. It all seems to mean that the football season has started, which may explain why a couple of letters on Commodore's *International Soccer* have arrived.

David Fearn of Huntley in Gloucestershire has beaten the computer 6-0 on level 9 and adds 'I've never lost to a human being'. Yes, but have you actually played one David?

The other letter is reprinted here and contains a very interesting suggestion. The Chamber Master and his slaves are giving it lengthy and serious consideration.

Keep those letters pouring in. Sane or loony, it doesn't matter because the Master loves them all. He's an avid reader. Let's have some more entries for the neglected games in the high-score charts – there's nothing to be ashamed of in playing *China Miner* or *Frak!* Or in owning a Vic-20, so let's hear from some *Bongo* players too.

Mad genius

Dear Chamber Master,

Thanks for calling me a loony! It was all my girlfriend's parents needed to lock me up for the rest of the summer holiday!!

As for my instructions, the stuff for *Revenge* was the easiest! LISTEN my excited friend, listen closely. Once the game is running, and that snazzy tune is playing, press the 'reset key, or short-out pins 1 and 3 on the user port. This will reset the beloved, dear and hard-working '64. Now, here is the hard part. Type in the following, character for character EXACTLY.

```
POKE 35841,234     RETURN
POKE 35842,169     RETURN
POKE 35843,254     RETURN
SYS 34800          RETURN
```

The game should now be running, and if you try playing it, you will find you can't die!! Good eh??

If you decide to mention this, please say 'Are you READY?' to Kinder, The Kentish Hackers and T. J. Hacker.
Thanks Mr. C. M.
Best wishes,
The Vulture.
A small hole in Strathclyde, Scotland

Interesting, for those who like mucking about with user ports. Others might find our Tricks 'n Tactics pokes a trifle easier. The Master still thinks this man, or bird, needs help.

The Great Egg Race

Dear Chamber Master and Apprentices,

Thanks! Thanks! Thanks! and more gratitude for printing my name in the *Chuckie Egg* Top 3 battle!!!

Yes, it's really hotting up now and with my new 'Up till 4 a.m. score' of 6,604,470. I should be in there at 2nd from top. I'll soon be ready to topple **Richard Mazzaferri** from his envious position (well, as soon as I have got some sleep) and be the No 1 *Chuckie* player. And when I'm there nothing will move from that spot. Well, thanks again Chamber Master and thanks to Richard Mazzaferri (I don't know how he does it) for giving me some competition. I won't mention any tips as I'm sure he's said them all. Grovelling for some software I suppose.
Yours chuckicationally,
Raymond N Graham, Birkenhead

Poor Raymond. You double your score in the space of a month. You practice for hours. You stay at the game till 4 am. You expect to be no. 2. You open the mag, and what do you find? You're still no. 3, because Stephen Taylor has squeezed in with 8 million.

It must be very disheartening for you. But – nil desperandum, if at first you don't succeed, Rome wasn't built in a day etc. The Master looks forward to your next progress report.

Knockout idea

Dear Chamber Master and Slaves,

Having just bought a copy of *International Soccer* for the '64, we had a great idea. Instead of having just two people to battle it out in the Chamber, why not have 32?

By that we mean 'The First *International Soccer* Knockout Championship'. In the first round there would be 32 competitors and they would go through quarter-finals and the semis before reaching the Grand Final.

We think this would be good fun, and there are already three volunteers (only 29 to go...).
Jason Fletcher, Bernard Baker, Reg Lithgoe (the fab three), Dorking, Surrey.

OK – I'll dare the Challenge Chamber

Name ....
Address ....
....
Telephone no. (if possible) ....
Game .... Machine ....
My score is: .... scored on (date) ....
in a game lasting ...... mins ...... secs.
Signed ....

(This portion to be filled in by witness)
Name ....
Address ....
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Occupation ....
I confirm that the above claimed score is genuine.
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Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.

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munch man 64



A fantastic version of this popular arcade game.



Robin to the Rescue



In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Marian locked up in the tower.

New Bizy BeeZZzz

When teddy to the picnic went there came the smell of honey So off he went to find the hive to fill his empty tummy. The bees that guard honey pots are sharpening up their stings as teddy fills his empty tum sweet melodys he sings.



£5.95

New Alley Cat

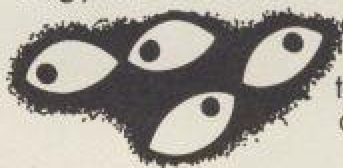


Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend, who awaits him on the end wall, but beware of the flying boots, bottles and mops, which are just a few of the hazards you will encounter.

New Bogy Men



Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch fork, and after retrieving it, kill the bogy men.



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commodore 64 electron

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Fly the bee around the grid avoiding the toadstools. Spin the turnstiles to evade the spiders, or coax them into the fireballs. Collect all the pollen to slide back the exit doors to advance to the next insect ridden level.

£6.95 (BBC version £7.95)

Commodore Disk price £9.95



COMMODORE 64 VERSION



MICRO POWER

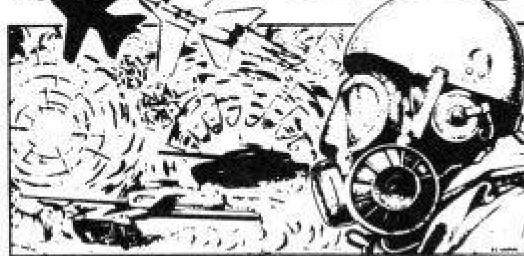
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The situation after move 5 in

THE FINAL CONFLICT



DOMINION STRIKES BACK!

Stung to fury by last month's disastrous defeats, the Dominion struck back this month with a vengeance.

In a furious two-pronged attack on Olgrish, Dominion armies poured over the borders from neighbouring Iskrand and Lorilon to rob the Commune of the country they had only recently occupied. 29 Commune armies were wiped out to a man, and the Dominion raised their flag in the capital of Olgrish having lost only eight armies in the attack.

Commune commanders were dismayed at the result, having reinforced Olgrish with troops frcm both Rorglia and Aberstrof, but the massive onslaught of 61 Dominion armies was impossible to resist. Worse still, after last month controlling more countries than any other power, this month also saw the Commune forced out of Himonia in the North-Western Provinces. Commune war-lords seem to have foreseen this loss, however, and sensibly withdrew their forces to neighbouring Borgonia.

Himonia reverts to neutral status, having been devastated by the missile attack from Upland. Its future remains unclear, but it is of obvious strategic importance as a buffer zone between the Commune and the Federation.

Meanwhile the Union continues its inexorable expansion, overrunning Fargrim in the North and building up reserves in Charg. And a well-timed reinforcement of Dweria prevented a Federation breakthrough from Norland.

There's some very careful tactical planning now in evidence amongst the players participating in the game. The reinforcement of Vindrish by Zorg, for example, although at first sight inexplicable, in fact provides a much-needed bulwark against Union expansion in the North.

Anyone joining the game now can look forward to a real challenge of skills over the next couple of months as each power attempts to outmanoeuvre the others. Old hands will already know the excitement of seeing history unfold before their very eyes, and new hands have just as much chance to change it.

This month's moves

The following orders were carried out by each country, as decided by your votes.

DOMINION

Iskrand AD, Jorlon RL, Lorilon AD, Bikonia RL

FEDERATION

Knephet RV, Norland AD, Upland LH, Vindrish RF, Zorg RV, Fargrim BA

COMMUNE

Borgonia BA, Calyria LF, Droom LF, Elmet AF, Himonia RB, Olgrish BA, Rorglia RO, Aberstraf RO

UNION

Pugrosh RC, Quithlin SP, Tigron AF, Warrish RD, Yinkan RD, Charg BA, Dweria BA

Key to map of Helix: DOMINION, COMMUNE, FEDERATION, UNION, NEUTRAL, SHELTERS, FACTORIES, MISSILES, ARMIES, NEWLY CONQUERED



WAR-LORDS These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

DOMINION Gordon West, Walsall (100); Christopher Hillstead, Grimsby (100); R B Williams, Cranleigh (100); David Young, Beaconsfield (100); B Walker, Carlisle (100); Eric Burchell, Eastbourne (100); Gary Lees, Luton (100); Nigel Bell, Stockton-on-Tees (100); Paul Molineaux, Normanton-on-the-Wold (100); R A Evans, Hanworth (100); D George, Welling (100); Andy Taylor, Sittingbourne (100); Paul Cowley, Preston (100).

FEDERATION David Rooke, Wolverhampton (100); Mark Hopkins, Redditch (90); Louise Gough, Chippenham (80); Darren Taylor, S Benfleet (70); Paul Kernachan, Glasgow (60); H Judd, Ipswich (60); Tracey West, Walsall (40); Stuart Doxey, Welling (30); Mark Weggs, Trimdon Station (20); Adrian Brown, Nottingham '20); P A Legg, Sudbury (20).

COMMUNE Stefen Lipiec, London (100); Donald McGowan, Dundee (90); Ian Coyle, Dundee (80); Peter Lewis, Stoke Gifford (70); Jeffrey Harris, Enfield (60); Graeme Hewson, Wallsend (50); Ian Palmer, Burton-on-Trent (50); Mark Graysmark, Crawley (30); Michael Pickering, Hull (20); J M Johnson, Kings Lynn (10).

UNION Alan Tennant, Glasgow (100); Alan White, Kirkby (90); Bruce Robertson, Lytham St Annes (90); Gregar Gilchrist, Ravensthorpe (90); David Hobson, London (90); Barry Brierley, Blackpool (90); Mark Wileman, Burton-on-Trent (90); Paul Arundel, Daventry (30); William Burd, London (20); Richard Eyre, Shewffield (20); M Lynskey, Rugby (20).

How the game works

On the far-off planet of Helix, four superpowers are at war:
The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory, and any power which manages to gain control over more than half of the planet (i.e. 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers' moves for each country have been worked out, the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War-Lords, will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.

LOOK! 300 VOTES

The man's another Genghis Khan! R B Williams of Cranleigh has done it again, raising his voting power to an awesome 311 votes. If you're out there, Mr Williams, how about writing in to us and giving readers your lowdown on interplanetary politics?

Good to see Gordon West from Walsall in amongst the Dominion warlords – another member of his family, Mark, is already a warlord for the Federation. Tough luck, Mark – you missed another nomination this month by only a hairsbreadth.

The Federation obviously believes in equal rights for women because both Louise Gough and Tracey West are featured on this month's Roll of Honour. Wait a minute – Tracey West?? Surely not related to the Wests mentioned above? Indeed she is, so that means anyone living in Walsall had better look to their laurels, because this West family obviously means business.

Stefan Lipiec flies the flag for the Commune this month, and now wields a very respectable 216 votes.

Finally, the Union showed initiative by promoting a number of warlords for the first time, although leader Alan Tennant has been nominated before. He distinguished himself this month by getting a points score far in excess of anyone else.

VOTES HOTLINE

Some players are experiencing difficulty getting their votes to the PCG offices before the deadline. To assist you, we have installed a Votes Hotline so that you may now, as a last resort, send in your votes over the phone.

Dial 01-636 5911 at any time and speak when requested. In order to make certain that your vote is correctly processed, you must do two things. First, be sure to include your name, address, and code number. Secondly, make certain that you speak clearly and SPELL out your votes to avoid confusion.

Remember, using the Hotline is a last resort. Telephone lines are sometimes of poor quality and your message may not be clearly received.

The best way to vote is still to use the form provided.

● Final Conflict – How to vote

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls. Different superpowers control different numbers of countries, so some of you will not need to fill in all the lines in the form.

Next, enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce, and Supply orders you use the letters, A,L,R, or S followed by the first letter of the country to be attacked, supplied, etc. So to vote Attack Dweria you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF), and Build Shelters (BS).

● Final Conflict Voting Form

Name ....
Address ....
....
Membership code ....

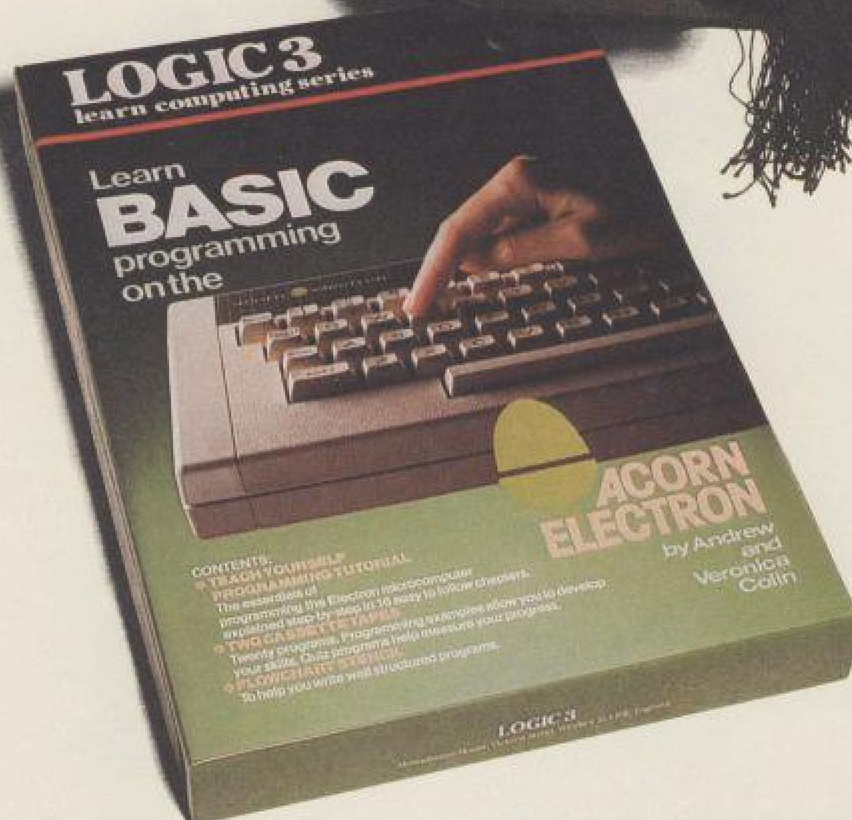
Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	

Post this form to: Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **23rd October** – earlier if at all possible. You will have enough time to make your vote provided you make sure you get your copy early – either reserve a copy at your local newsagent using the form on page 136, or take out a subscription.

● Final Conflict Entry Form

Complete this form and send it to us. You MUST enclose a stamped, self-addressed envelope. We will then send you a rule booklet and your exclusive membership code.

Name ....
Address ....
....



How to teach your Micro a thing or two

Thousands of home computer owners have yet to discover their microcomputer's potential to help with many of the problems and decisions that come up every day in the home or office.

Perhaps you have always promised yourself that you would teach yourself programming, but have been put off by manuals which seem to assume a lifetime spent studying computer science and mathematics. Maybe you have looked at other computer books, but have yet to find one which is free of unnecessary jargon or where the program examples bear some relevance to real life and not space invaders.

Relax, your search is over.

The 'Learn BASIC' tutorials from Logic 3 are the latest development of a teaching method pioneered by Professor Andrew Colin and perfected by testing on 3 generations of students at Strathclyde University. The 'Strathclyde Method' has been translated into 8 languages and used by over 300,000 microcomputer users.

'Learn BASIC' is a jargon free, step by step, course in computer programming, which explains everything clearly in English, not computer talk. In a matter of hours you will be writing your first programs.

'Learn BASIC' is designed for people who want to keep abreast of the computer age, for people who realise that understanding computers is a key to future success at work, at school, and as a parent.

Get 'Learn BASIC' and teach your micro how to be useful! (Available from major branches of W.H. Smiths, Boots, Laskys, Greens, John Menzies and better computer shops nationwide.)

Please send me more information about your:-

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- 'Learn BASIC' tutorials ☐
- Logic 3 Spectrum Club ☐
- Logic 3 Commodore Club (64 and VIC owners only) ☐

02

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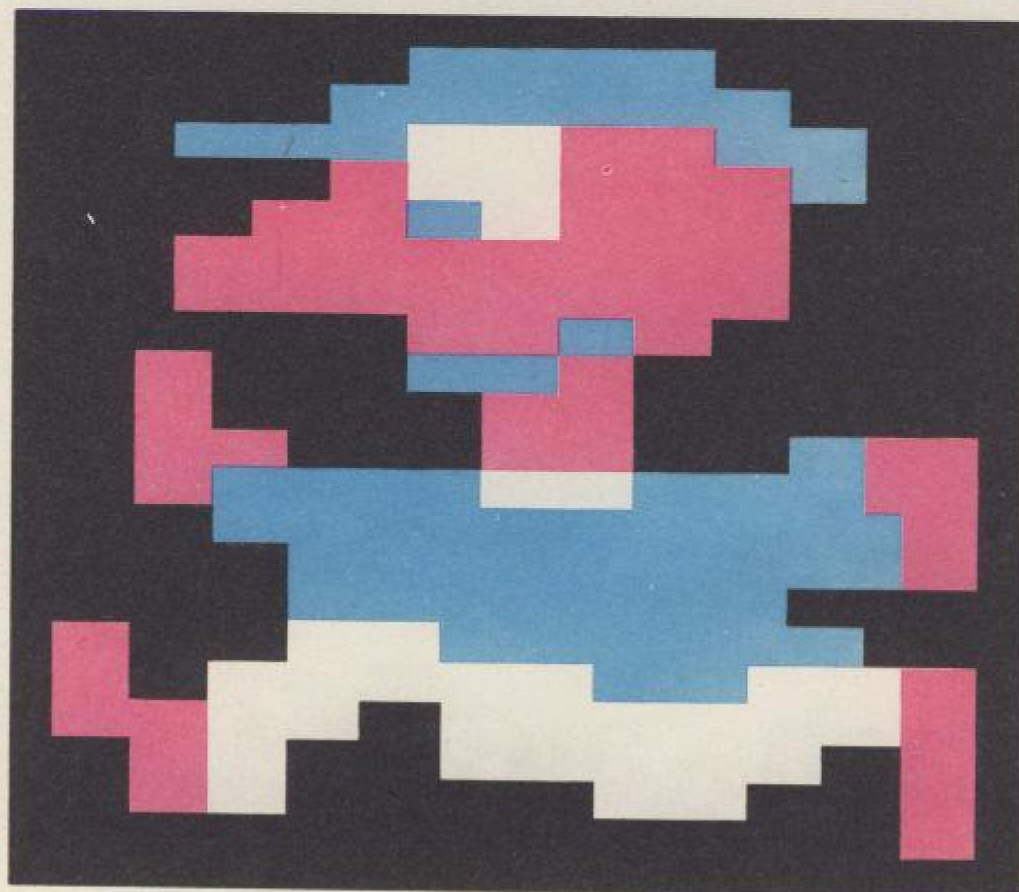
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STAR EGGS

A space fantasy. Earth is threatened by attack from Alien life-forms hatching out in space. You must first overcome the Guardians. Then into the Hatchery, up and down escalators and ladders to crack the eggs before the aliens escape.

On fast loading cassette for the CBM64. **£6.95**

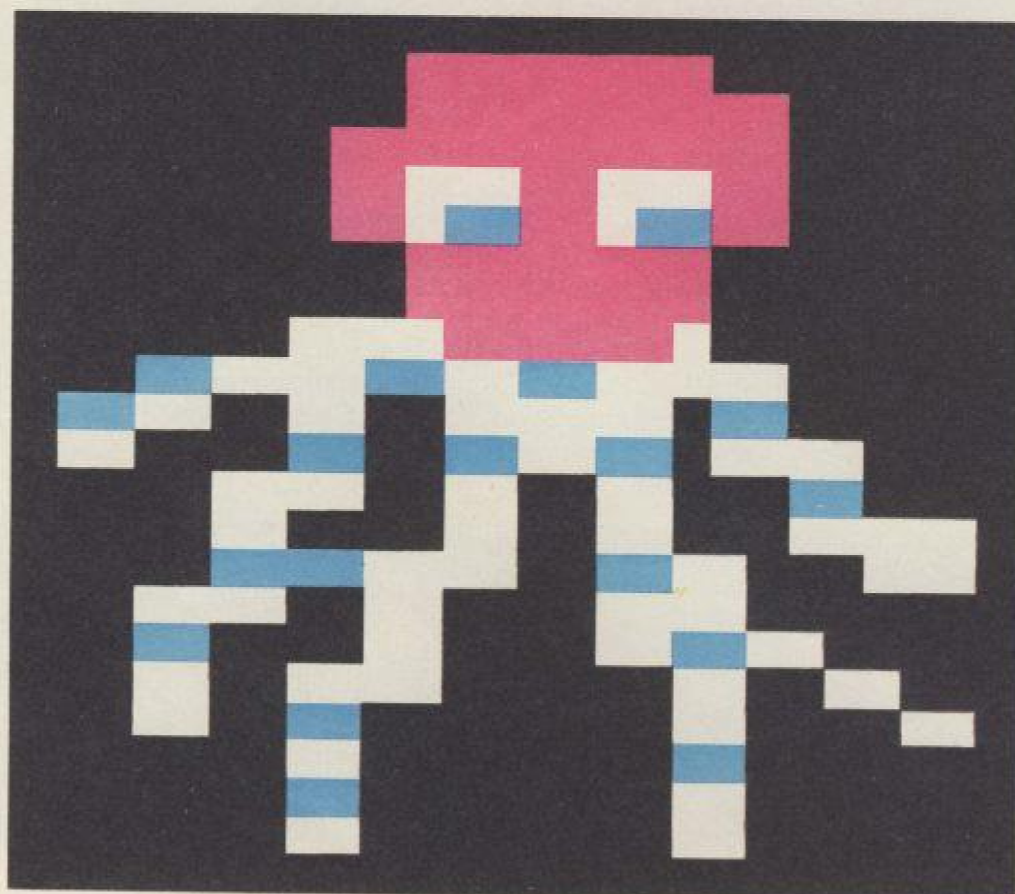
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For one or two players. On fast loading cassette for the CBM64. **£6.95**

and enemies.





HI-BOUNCER

An arcade type game featuring Mr. Bounce and the Mr. Men. But don't get the idea that it's just a kids' game. Far from it. There are four main screens each with eight levels of difficulty and complexity. Don't worry, there's also a practice program with slower speeds.

On cassette for the BBC B. **£6.95.**

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Ceasar's cute and quick. Help him hunt the crowded shelves for mice who eat all the food. He must catch the mice before the food disappears. Outstanding graphics, animation and sound.

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Running on Commodore 64, Sinclair Spectrum & MSX System at your usual software store.

Oh Harry. This time he's gone too far.

Somewhere, buried deep in the lost caverns of Machu Pichu, Peru, lies the stolen and, of course, priceless Raj Diamond, along with a hoard of missing gold bars.

Harry's little niece Rhonda and Quickclaw, her cowardly cat, are supposed to be with him, but they strayed away and are lost in the bowels of the caves.

A wealthy university has asked him, while he's cleaning this mess up, to capture an elusive stone-age cave rat.

What fun.

He just has to avoid the occasional poisonous frog.

Oh yes. And the wickedly clawed condors. The electric eels. And a very nasty line in thirsty vampire bats.

So you can see Harry could do with some help.

All you'll have to help you are your wits and some gas-filled balloons to bridge the wider chasms. And you'll be in for the game of your life.

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GOOD BUY

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team. You won't find any seven-day wohders here – we know what makes a great game is real lasting interest.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● **ADVENTURE** A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● **ARCADE GAME** Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● **ARCADE-ADVENTURE** An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac*, *Jet Set Willy*.

● **ANIMATION** Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● **ASTEROIDS** Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● **CENTIPEDE** Game in which a centipede snakes down the screen and splits up when you hit it.

● **DEFENDER** Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● **FROGGER** Game where you guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● **HIGH-RES GRAPHICS** Pictures drawn using small, coloured dots, rather than larger blocks.

● **MISSILE COMMAND** An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● **MULTI-SCREEN** Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● **PAC-MAN** Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● **PENGY** Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● **PLATFORM GAME** Any game which involves leaping around a series of platforms as in *Donkey King* or *Manic Miner*.

● **Q*BERT** In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **SCRAMBLE** Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● **SIMULATION** A type of program which tries to represent some real-life situation such as piloting an aircraft.

● **SPACE PANIC** Frantic game in which you run around platforms, digging holes for monsters to fall into.

● **STRATEGY GAME** Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

COMMODORE 64 GAMES A-P

TITLE	PRICE	SUPPLIER	COMMENT
Aztec Challenge	8.95	Audiogenic/Centresoft	Dodge spears, rocks and other hazards in a perilous fight for survival
Beach-Head	9.95	U.S. Gold	Multi-stage war-game with great graphics and sound
China Miner	7.00	Interceptor	Frenetic multi-level, multi-screen game
Decathlon	9.99	Activision	Exhausting and realistic athletics simulation. Heavy on the joystick
Encounter	9.95	Novagen	Murderously fast 3D shoot-'em-up
Falcon Patrol	8.00	Virgin	Excellent fighter simulation with scrolling 3D landscape
Forbidden Forest	8.95	Audiogenic/Centresoft	Terrific atmosphere as you fight your way through a monster-infested forest
International Soccer	9.95	Commodore	Superb soccer simulation on cartridge
Jammin'	6.90	Tashset	Strange and melodic game capturing musical instruments
Jumpin Jack	8.95	Livewire	Definitive 3D version of *Frogger*
Killer Watt	7.95	Alligata	Lovely graphics as you smash lightbulbs and monsters
Potty Pigeon	7.95	Gremlin Graphics	Build a nest and blast your enemies with lethal 'droppings'

SPECTRUM GAMES A-J

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Android 2	48K	5.95	Vortex	Very difficult 3D version of *Robotron*
Ant Attack	48K	6.95	Quicksilva	Amazing 3D graphics as you try to save the 'loved one' from killer ants



Good Buy

SPECTRUM GAMES A-J

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Atic Atac	48K	5.50	Ultimate	Brilliant and inventive arcade-adventure
Beaky & Egg Snatchers	48K	5.50	Fantasy	Multi-screen game rearing chicks and protecting them from vicious adversaries
Bugaboo	48K	6.95	Quicksilva	Help the stranded flea escape from the bizarre underground world
Cavern Fighter	48K	5.95	Bug-Byte	Best Spectrum version of *Scramble*
Chequered Flag	48K	6.95	Psion	Superb motor-racing simulation
Chuckie Egg	48K	7.90	A&F	A frantic multi-level game featuring deadly ducks
Code Name Mat	48K	6.95	Micromega	A complex and absorbing mission in deep space
Combat Lynx	48K	8.95	Durell	Pilot helicopter over a moving 3D battlefield. Complex and demanding
Deathchase	16K	6.95	Micromega	Exciting 3D motor-cycle chase with superb graphics
Fighter Pilot	48K	7.95	Digital Integration	Marvellous flight simulator with combat features
Football Manager	48K	6.95	Addictive Games	Take your team through the league in engrossing simulation
Frank N Stein	48K	4.95	PSS	Original platform-game avoiding nasties and assembling your monster
Jet Pac	16K	5.50	Ultimate	Jet-powered man assembles rocket and avoids aliens
Jet Set Willy	48K	5.95	Software Projects	Explore the huge mansion in sparkling arcade adventure

VIC 20 GAMES A-L

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Bongo	16K	7.95	Anirog	Multi-level game with ladders and girders
Chariot Race	Std	6.95	Micro-Antics	Thrilling race-game set in ancient Rome
Choplifter	Std	25.00	Audiogenic	Rescue hostages in exciting helicopter game
Defender	Std	19.99	Atarisoft	Good and faithful version of the arcade classic
Gorf	Std	10.00	Vicsoft	Four-screens of action with elements from several popular games
Jet Pac	8K	5.50	Ultimate	Use your jet-powered man to avoid the aliens and assemble a rocket
Lazerzone	8K	6.50	Llamasoft	Fast moving mega-zap with guns on x and y axes

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Blagger	7.95	Alligata	Multi-level game with a multitude of objects and obstacles
Chuckie Egg	7.90	A&F	A frantic multi-level game featuring deadly ducks
Colossal Adventure	9.90	Level 9	First of a series of text adventures with 200 locations
Fortress	8.95	Pace	A brilliant version of the 3D space-game *Zaxxon*
Frak	8.95	Aardvark	Brilliant graphics in this compulsive platform game
Killer Gorilla	7.95	Micro Power	Excellent *Donkey Kong* game with beautiful graphics
Meteors	10.00	Acornsoft	The best version of *Asteriods* for the Beeb
Mineshaft	5.95	Durell	20 screens of nasty problems in this platform game

DRAGON GAMES A-E

TITLE	PRICE	SUPPLIER	COMMENT
Bloc-Head	7.95	Dragon Data	*Q*Bert* clone on rectangular pile of blocks
Cashman	8.00	Microdeal	Entertaining and addictive 50 screen platform game for one or two players
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Cuthbert in the Jungle	8.00	Microdeal	Fighting your way through the perilous jungle while collecting treasure
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Empire	6.95	Shards	Computer version of the board game *Risk*

ATARI GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Airstrike 2	9.95	English	Excellent version of *Scramble* with interesting graphics
Caverns of Mars	9.99	Atari	Smooth vertical version of *Scramble*
Choplifter	30.00	Broderbund	Rescue hostages in exciting helicopter game
Defender	14.99	Atari	Authentic arcade action in the classic game
Donkey Kong	14.99	Atari	Rescue your girl from the nasty gorilla in superb arcade copy
Miner 2049'er	30.00	Big Five	A *Donkey King* derivative with novel elements
Missile Command	9.99	Atari	The best and meanest version of the original

ORIC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Classic Racing	7.95	Salamander	Management simulation with great animation in the races
Colossal Adventure	9.50	Level 9	First of a series of text adventures
M.A.R.C.	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
Mushroom Mania	5.50	Arcadia	Smooth version of *Centipede*

KERIAN SOFTWARE

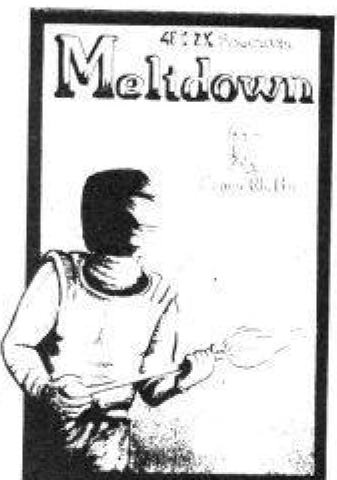
GRAB A PIECE OF THE

ACTION



Motorcycle Crazy! is a graphic adventure where you, as the central character, must find the AWARD and return it safely to Ariel Castle. Unfortunately for you there are several pitfalls awaiting!

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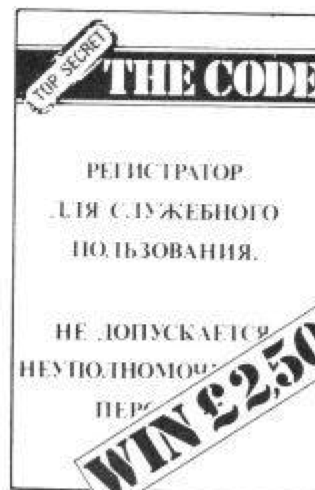
£5·95

Meltdown is a new classic in arcade style games for the 48K Spectrum! This totally original game sets you in the not-too-distant future, where your task as service engineer for ACME Nuclear Reactors, is to prevent overheating of the reactor on the planet Haras.

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The Crystal Frog is a traditional adventure program for the 48K Sinclair Spectrum. You play the role of the main character, with the computer acting as your eyes and ears. The object of the game is to find the fabulously valuable Crystal Frog and return with it intact. It will not be easy!





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Your mission, should you decide to accept it, is to go to a place deep within the KGB's stronghold from where no-one has returned alive. We have only one message from your 25 predecessors, cut short by a blood curdling scream. It said "Nothing is what it appears to be and....."

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NEXT MONTH

WHAT DO YOU WANT IN YOUR STOCKING?

OK, so you're probably reading this in October, but in a month's time Christmas won't be all that far away. Here at PCG we're planning an exciting December issue including a special look at the best add-ons you can get (or be given) for your micro.

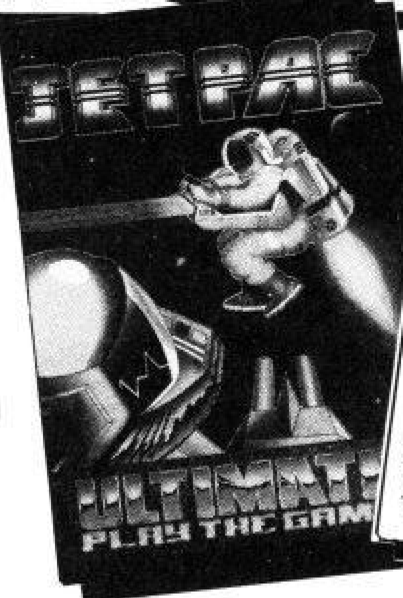
Santa's allowed each PCG staff member £50 worth of goodies, so we'll be revealing which widgets each of us fancies.

Free flight to New York

Yes, we're planning to offer you the chance to wing your way over the Atlantic courtesy of PCG and Virgin. All you'll have to do is work your way through the mysterious map of a robot factory. Be ready for an ultra-enticing competition with ultra-exciting prizes!

THE BEST PLAYING TIPS

Our Tricks 'n Tactics are wowing the nation – next month's should be the best yet. We've persuaded a list of famous programmers to give advice on the games they've written. Players of *Frank N Stein, Trollie Wallie, Quo Vadis, Worse Things Happen at Sea* and *Combat Lynx* could be in for a treat.



PLUS

● Results of the Hot Games competition – have you won a copy of *Quo Vadis, Pharaoh's Curse* or *Beaky and the Egg Snatchers?*

● Who's Britain's best joystick-waggler? Our Challenger Chamber *Decathlon* duel will reveal the answer.

● Sensational Christmas surprise – we're not telling you what it is, but just you wait . . .

CHRISTMAS! These new games are SANTAstic!

December's PCG will be bursting at the seams with reviews of incredible new games. For the Spectrum we plan to print the first full review of Fantasy's hot new arcade-adventure *Backpackers Guide to the Universe.* We also look at the remarkable Spectrum version of the Commodore hit *Beach Head*, the follow up to *Ant Attack* and (hopefully) the two new Ultimate blockbusters.

Meanwhile the office has been hit by an avalanche of superb new Commodore 64 games – they include an incredibly addictive and original game from America, a brilliant new release from Taskset, an arcade game which is 18 games in one, an adventure featuring astounding animation, a wacky cartoon game and a platform game where you can design your own screens.

Sizzling reviews planned for other machines include *Jet Pac* on the BBC, *Perils of Willy* on the Vic 20, and *Roland in Time* for the Amstrad.

Buy some gloves NOW – December's PCG will be too hot to hold!

WARNING

PCG has become so popular in the last few months that newsagents in some areas are selling out within days of publication. We're doing our best to keep them supplied, but there's only one way to guarantee getting a copy – place an order with your newsagent NOW. Just fill in this form and hand it over the counter. The December issue is out the second week of November.

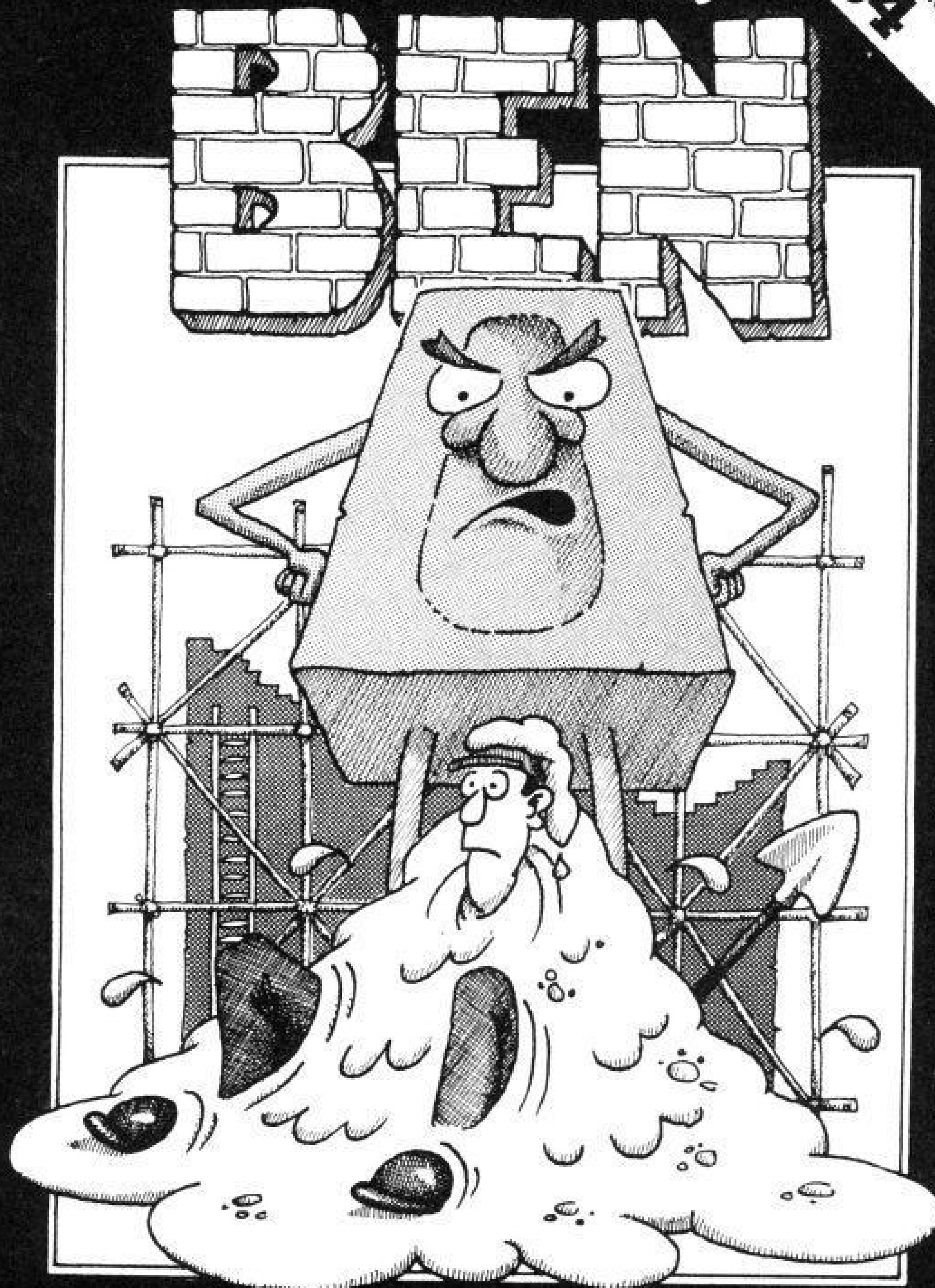
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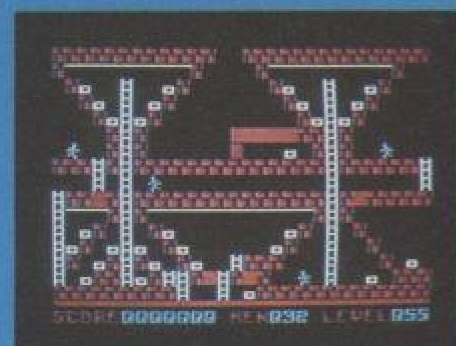
CODEBOOK CAPER a 60 location graphic adventure where trading is the key to success as you race against time to find which of the bizarre characters has the codebook. **DECOR WRECKERS** Paint your living room yellow with the game that will appeal to armchair decorators of all ages. Your paintbrush is nippy but so are Sid the Spider, Freddie Fly, Bertie Bug and Sammy Snail. They will certainly spoil your finish! **STAR SEARCHER** Our friendly alien has engine trouble so he sets it down on the nearest planet and goes tunneling to dig up the priceless star crystals that power his star ship. He has to avoid the rock chasms and grab the crystals before the robot tank pounds him into neutron dust! **RUBY RUNABOUT** Reggie the Ruby Robber wants the Rock Salmon ruby. As Reggie, you have to visit 40 different locations and use your intellect and powers of deduction to discover the whereabouts of the priceless ruby!

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LODE RUNNER





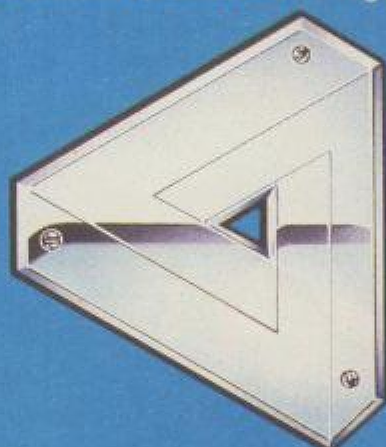


You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

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Lode Runner is more than a fast action game. It's a game generator that lets you design your own puzzles and scenes. You can move, add and take away countless ladders, floors, trap doors, crossbars, gold chests and Bungeling enemies. It's easy and there's no end to the variations, challenge and fun.

Available on the 48K Spectrum



SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF
Telex: 627520 Telephone: 051-428 9393 (4 lines).







Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

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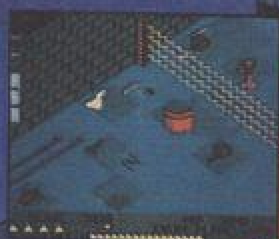
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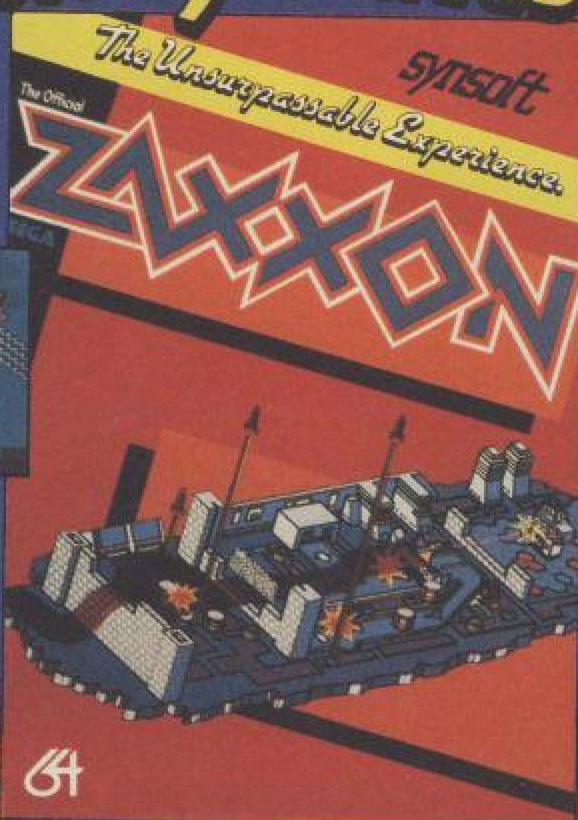
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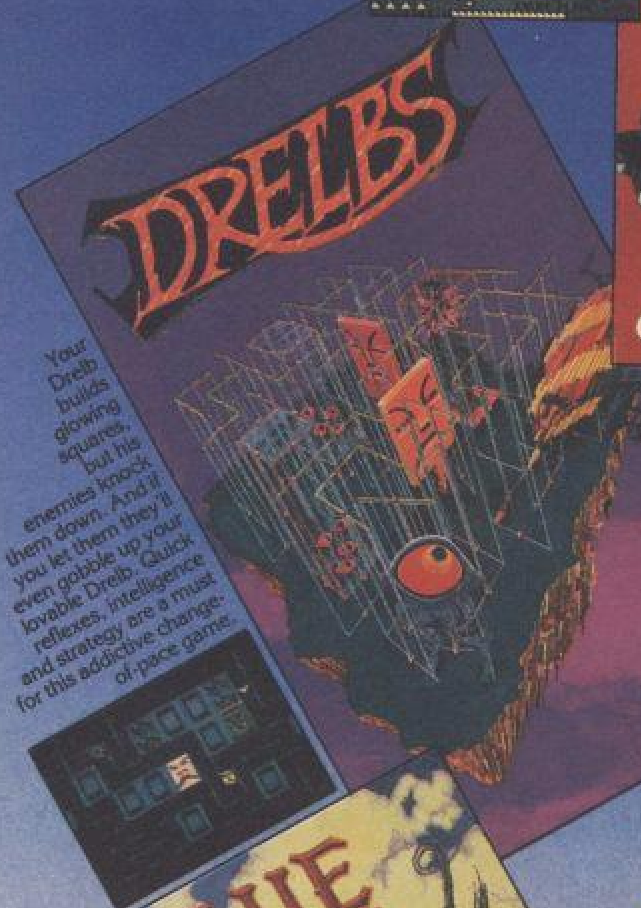
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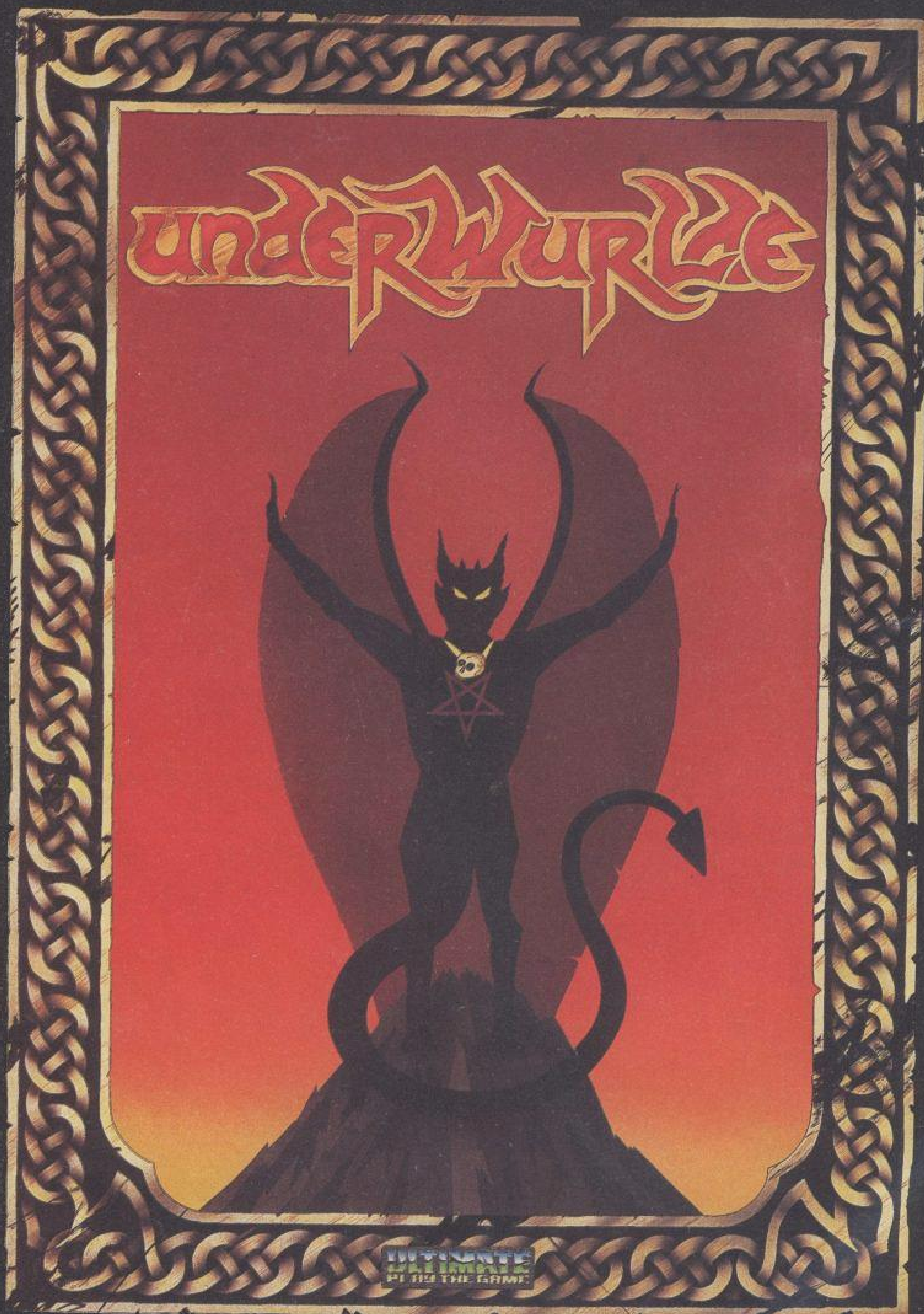
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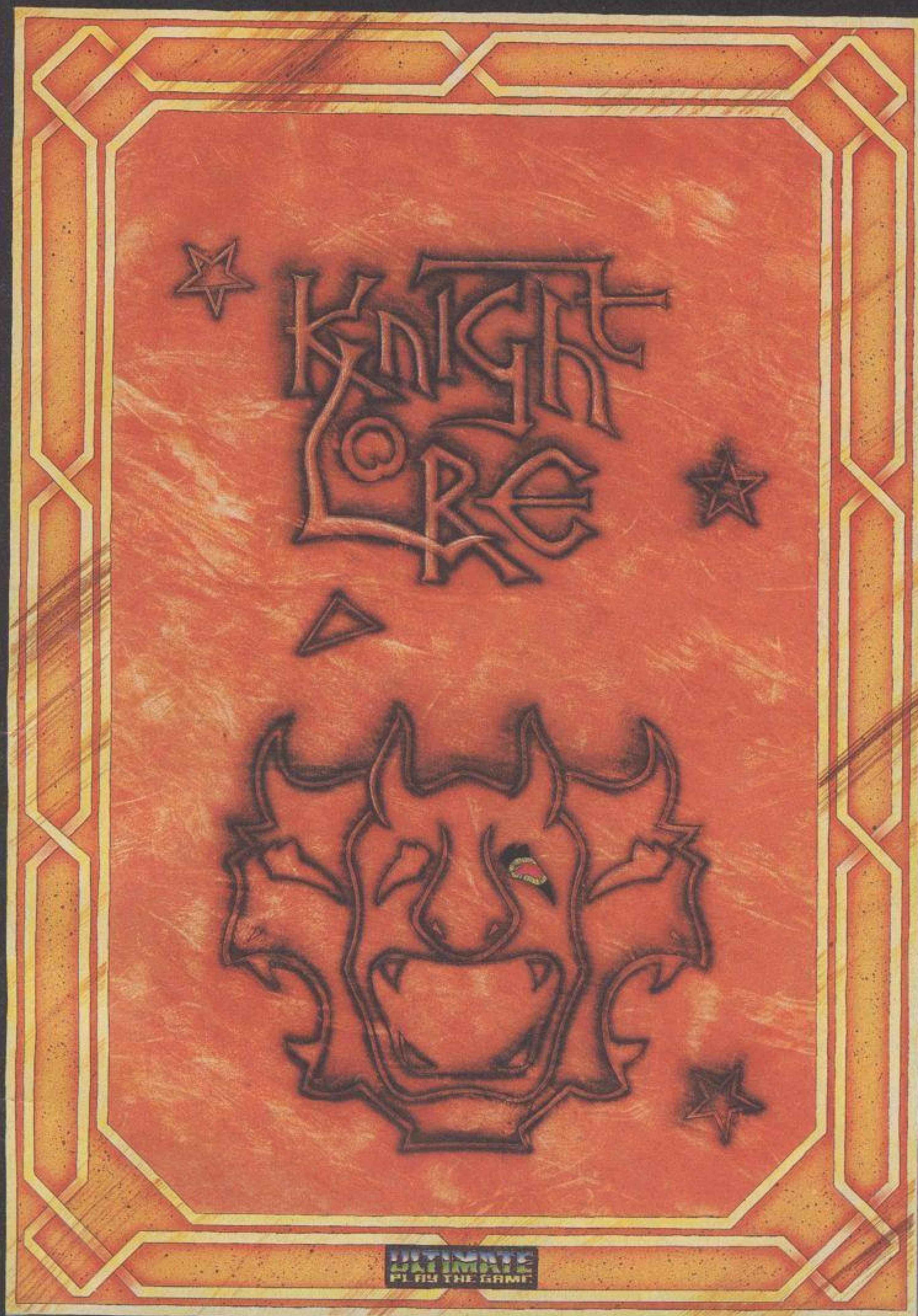
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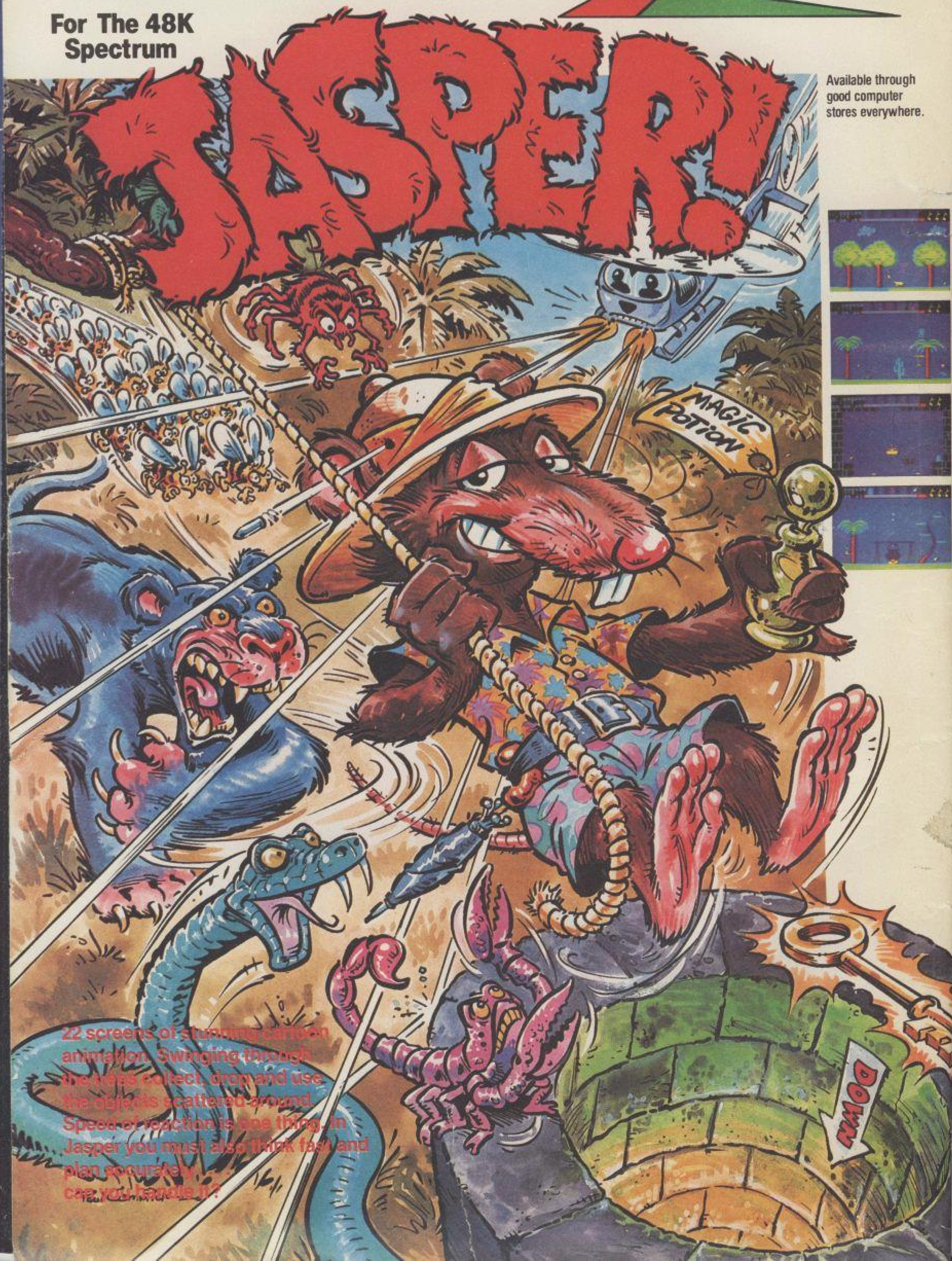


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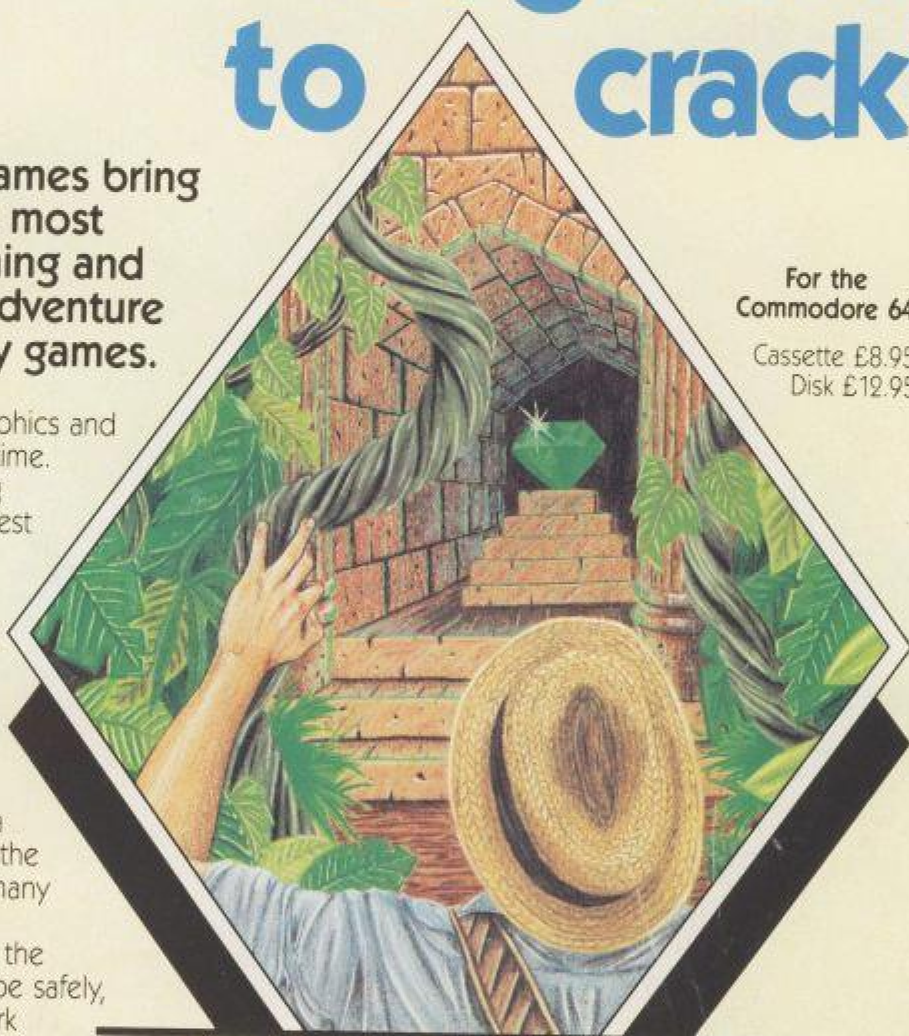
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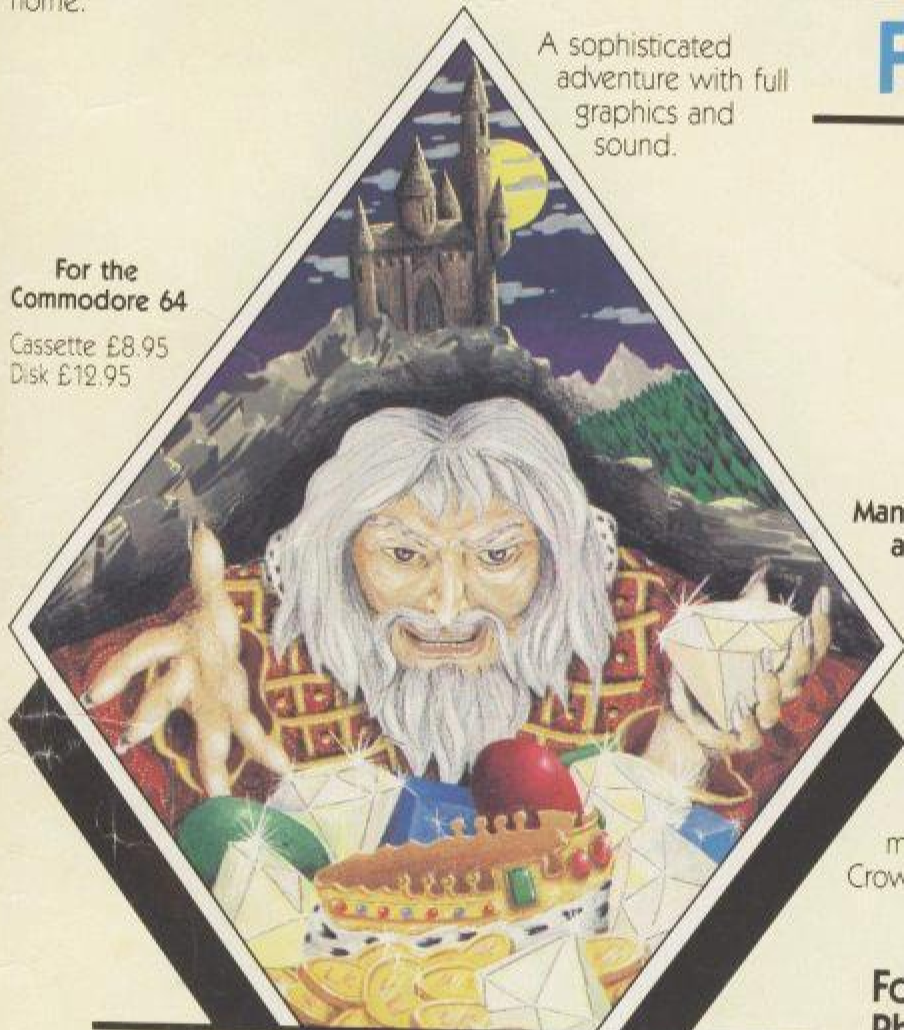
Throughout the seaports of the old world a rumour has spread — the monks of Flame Island have found the fabled Emerald of Power.

The origin of the Emerald is lost in the mists of time, however the stories suggest that it has esoteric powers of a mystical nature. It is suggested that the monks have placed the Emerald on a dias deep within their temple and have laid many devious traps to protect it.

Landing at the harbour of Flame Island, you must find the temple and retrieve the Emerald of Power. In order to escape safely, you must signal your ship to return to port and safely embark for home.

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CASTLE FEAR

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He has hidden them deep within his stronghold, Castle Fear, where there are many mystical creatures to guard them. It is rumoured that the wizard himself keeps the Golden Crown, and that he has given the Seven Diamonds to his servants of evil. Over the years, certain brave adventurers have penetrated the Castle, but none have ever returned.

To win the hand in marriage of the Princess, you must dare the evils of Castle Fear and return with the Golden Crown and the Seven Diamonds of the Ancient Kings.

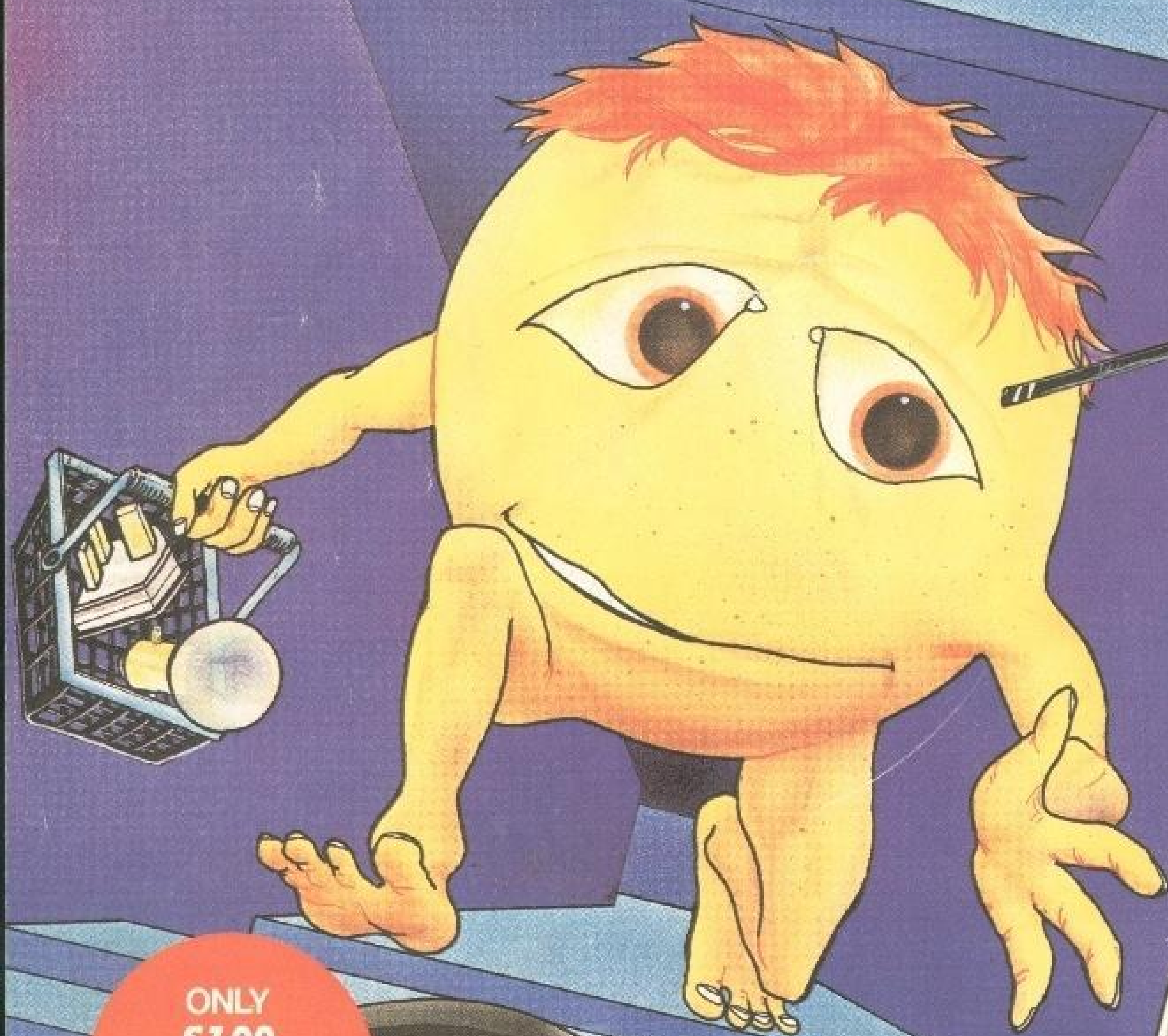
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